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THE MODERN PICKET BOYLE

NEW YORK
LICK & FITZGERALD
PUBLISHERS

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FROM

Mary N. Tucker.

THE

MODERN POCKET HOYLE;

CONTAINING ALL THE

GAMES OF SKILL AND CHANCE

AS PLAYED

IN THIS COUNTRY AT THE PRESENT TIME.

BEING

AN AUTHORITY ON ALL DISPUTED POINTS.

BY "TRUMPS."

Fourth Edition.

NEW YORK:
DICK & FITZGERALD, PUBLISHERS.

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PREFACE.

THE following treatise is published for the best possible reason that can be given for the issue of any work, viz.: to meet a popular necessity.

Hitherto the "American Hoyle" has been the sole standard authority for games of skill and chance as played in this country, all other Hoyles brought out on this side of the Atlantic being merely reprints of English editions, and containing very meagre allusion to the great variations from the old rules which have been adopted and sanctioned here; and entirely ignoring some of our very best American games.

The marked success of that work, and its recognition as a National umpire in all matters connected with games and pastimes, suggested the publication of a smaller, yet thoroughly complete, *vade mecum* on the same plan, the cheapness of which should place it within the reach of those to whom the price of the larger book might be a serious objection.

The result of that idea is the "Modern Pocket Hoyle." It is a compact, convenient and portable standard work, prepared with infinite labor and care. The rules, examples and descriptions which it embodies are couched in clear and simple language, and technicalities are as much as possible avoided, and, where used, explained. Over seventy games have been written by the Editor from entirely new professional data, and without reference to any other works on the subject; some fifty of the games were introduced to the public for the first time by the Editor in the later editions of the "American Hoyle," and all the others have been so thoroughly revised as to give them, in a great degree, the stamp of originality.

The laws laid down for the different games are intended to cover all disputed points, and are those adopted by the common consent of our best players. In order to make their meaning and intent unmistakable,

the Editor has appended explanatory notes and decisions, in brackets, wherever such commentaries on the text seemed desirable.

In most cases, where no precedent or authority is cited, the regulations, descriptions and decisions have been written with the aid and counsel of a large number of the most distinguished professional and amateur players in the United States. Short Whist, Catch the Ten, Five and Ten, and some few of the round games have been quoted, with slight modifications, from the excellent edition of Hoyle, edited by Robert Hardie (Eidrah Trebor).

The Editor's intention has been to make the "Modern Pocket Hoyle" a standard work, embracing in a compact volume all necessary information relative to games played in this country, and competent to decide, intelligently and finally, all disputes which can possibly arise out of them.

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INTRODUCTION.

BEFORE proceeding to describe the particular games, it may be proper to explain, for the use of the learner, the terms generally made use of in playing at cards:

Shuffling is the first thing done in all games, and signifies mixing the cards; it is proper to shuffle before every new deal. Each player has a right to one shuffle. The dealer has the last shuffle, and then the player to his right is to cut. He cannot substitute a shuffle for the cut, and require the dealer to deal from the shuffle.

Cutting is the next operation, and it consists merely in lifting from the top of the pack a portion of the cards, which must be more than a trick, generally from one-fourth to three-fourths of the pack, and placing that portion under the remainder.

In *cutting for the deal*, each person lifts a few cards from the pack, and shows the undermost card of the parcel he lifted; and whoever shows the lowest card (which is an Ace in this case) is entitled to deal. If two have cards equally low, they each drop two or three, and the person then showing the lowest deals. To save trouble, it is usual in large companies, instead of cutting, to deal one card to each of the party, and the person getting the lowest is dealer. The only exceptions to the above general rule is in the games of All-Fours and Sixty-Six, in which the highest cut has the deal, and Ace is high, and in Scat, where the highest Scat Card is high.

It would be advisable to make the rule, which gives the deal to the lowest cut, apply to all games, and it will probably sometime or other be adopted.

Dealing is distributing the cards, and is done by giving to each player in succession, from the top of the pack, one, two, or three cards at a time, according to the game played, the dealer beginning with the person on his left hand, and going *regularly round*. It is scarcely necessary to say that these operations must be performed with the faces of the cards downwards, so that none may see what cards another gets.

Faced Card is a card lying in the pack with its face upwards, so as to be seen in dealing, and in most games renders a fresh deal necessary.

Hand.—The portion of cards given to each person by the dealer is called a hand, and the cards of which it consists should be carefully kept from the observation of the other players.

Elder hand is the person who ***leads***, or plays the first card; and the suit to which the card he plays belongs is called the ***suit led***—in that trick.

Trick.—Each person having played one card in succession after the elder hand, the cards played in that round are called a trick, which thus consists of as many cards as there are individuals in the party playing. The card which ranks highest in value of those played takes the trick, provided it be of the suit led; but it must be observed, that the cards rank differently in value at different games.

Trump is the card turned up after all the players have got their portions, and in games where all the cards are dealt out, it belongs to the dealer. All the cards of the suit to which the trump card belongs are called ***trumps***, and the smallest card of that suit ranks higher in value than the best card of any other suit.

Suits.—There are four suits in a complete pack of cards, viz.: Spades and Clubs (black), and Hearts and Diamonds (red), each consisting of thirteen cards, viz.: Ace, King, Queen, Knave, Ten, Nine, and so on down to Two.

Renouncing is playing a card of a different suit from that led. If a trump card is played, it is called ***trumping suit***. Very severe penalties are annexed to renouncing or trumping suit, if the player holds a card of the suit led, and it is in this case termed ***revoking***.

THE

MODERN POCKET HOYLE.

WHIST.

LONG WHIST is played by four persons, with a *complete* pack of cards, fifty-two in number. The four players divide themselves into two parties, each player sitting opposite his partner. This division is usually accomplished by what is called *cutting the cards*, the two highest and the two lowest being partners; or the partnership may be settled by each player drawing a card from the pack spread out on the table, or in any other way that may be decided on. The holder of the lowest card is the dealer. But previous to their being dealt, the cards are "made"—that is, shuffled—by the elder hand, and "cut" by the younger hand. The undermost card in the pack, after it has been shuffled and cut, is the "trump." These and other terms used in the game we shall presently explain.

The whole pack is now dealt out, card by card, the dealer beginning with the player on his left, the elder hand. The last card—the trump—is then turned face upwards on the table, where it remains till it is the dealer's turn to play, when he takes it into his hand before playing to the first trick. The deal completed, each player takes up his allotted thirteen, and arranges them in his hand according to the several suits—the Hearts, Clubs, Spades, and Diamonds by themselves, in their regular order. The elder hand now leads or plays a card. His left-hand adversary follows, then his partner, and last of all his right-hand adversary. Each player must "follow suit," if he can, and the highest card of the suit led wins the "trick;" or if either player cannot follow suit, he either passes the suit—that is, plays some card of another suit—or trumps; that is, plays a card of the same suit or denomination as the turned-up card. Thus, we will suppose the first player leads a Nine of Spades, the second follows with a Ten, the third, who perhaps holds two high cards, plays a Queen, and the last a Two or Three. The trick would then belong to the third player, who won it with his Queen. The

winner of the trick then leads off a card, and the others follow as before, and so on till the thirteen tricks are played. A second deal then takes place, as before, and so the game proceeds till one or the other side has obtained ten tricks, which is *game*.

The order and value of the Cards in Whist is as follows:—Ace is highest in play and lowest in cutting. Then follow King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, the lowest.

But there are other ways of scoring points besides tricks. The four Court cards of the trump suit are called *honors;* and the holders of four, score *four* towards the game; the holders of three, score *two;* but if each player or each set of partners hold *two*, then honors are said to be *divided*, and no points are added to the game on either side. Thus, A and C (partners) have between them the Ace, Knave, and Queen. At the end of the deal or round, they say and score *two by honors;* or, B and D hold Ace and King only, while A and C have Queen and Knave in their hands; then the *honors are divided.*

All tricks above six score to the game. All honors above two score in the way explained—*two* points for *three* honors, *four* points for *four* honors.

There being thirteen tricks which must be made in each round or deal, it follows that seven points may be gained, which, with the four honors, would finish the game in a single deal. This stroke of good fortune is, however, seldom attained. It is much more likely that four or five deals be made before the game is won. As already explained, *ten points* is game in Long Whist.

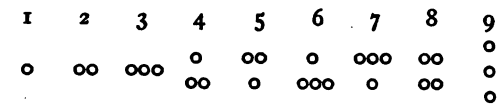
If either side get up to *nine* points, then the holding of honors is of no advantage. In the language of the Whist-table, *at nine points honors do not count.* But at eight points, the player who holds two honors in his hand has what is called the privilege of *the call.* That is, he may ask his partner if he has an honor—"Can you one?" or "Have you an honor?" If the partner asked does hold the requisite Court card, the honors may be shown, the points scored, and the game ended. But the inquiry must not be made by the player holding the two honors *all it is his turn to play*, nor must the holder of a single honor inquire of his partner if he has two.

Nor does the holding of four honors entitle the partners to show them at any stage of the game except at eight points. To put the matter epigrammatically, *at six or seven points, tricks count before honors; at eight points, honors count before tricks.*

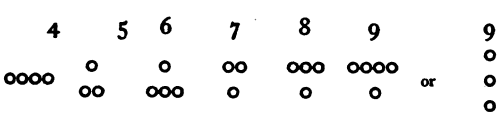
At nine points honors do not count. It must be understood, however, that in order to count honors *at eight points, they must be shown before the first trick is turned, or they cannot be claimed* till the round is completed. Thus it might happen that the partners at eight points, holding the honors between them, and neglecting to show them, would be beaten, even though the other side wanted three or four tricks for the game.

The game is usually marked on the table by coins or counters, or by

the holes in a Cribbage-board. Many pretty little contrivances have been invented as Whist-markers: but if coins be used, the following is the simplest way of arranging them in order to denote the *score*:



Or thus—a plan in which the unit *above* stands for *three*, or *below* for *five*:



TECHNICAL TERMS USED IN WHIST.

Ace.—Highest in play, lowest in cutting.

Blue Peter.—A signal for trumps, allowable in modern play. This term is used when a high card is *unnecessarily played* in place of one of lower denomination, as a ten for a seven, a five for a deuce, &c.

Cut.—Lifting the cards when the uppermost portion (not fewer than four) is placed below the rest. The pack is then ready for the dealer.

Cutting-in.—Deciding the deal by each player taking up not fewer than four cards, and the two highest and two lowest become partners. The lowest cut has the deal, and Ace is lowest. In case of ties, the cards must be cut again.

Call, the.—The privilege of the player at eight points asking his partner if he holds an honor—"Have you one?" The partners having eight points are said to *have the call*. When each side stands at eight, the first player has the privilege. As explained in a previous page, no player can call till it is his turn to play.

Deal.—The proper distribution of the cards one by one, from left to right, face downwards.

Deal, miss.—A misdeal is made by giving a card too many or too few to either player; in which case the deal passes to the next hand. (*See* Laws.)

Deal, fresh.—A fresh or new deal, rendered necessary by any violation of the laws, or by any accident to the cards or players.

Discard.—The same as *Renounce*.

Elder-hand.—The player to the left of the dealer.

Establish a Suit.—To exhaust the best cards in it which are against you, and retain its entire command.

Faced Card.—A card improperly shown in process of dealing. It is in the power of adversaries in such cases to demand a new deal.

Finessing.—A term used when a player endeavors to conceal his strength, as when, having the best and third best (as Ace and Queen), he plays the latter, and risks his adversary holding the second best (the King). If he succeed in winning with his Queen, he gains a clear trick, because if his adversary throws away on the Queen, the Ace is certain of making a trick. The term finessing may be literally explained by saying a player chances with an inferior card to win a trick while he holds the King card in his hand.

Forcing.—This term is employed when the player obliges his adversary or partner to play his trump or pass the trick. As, for instance, when the player holds the last two cards in a suit, and plays one of them.

Hand.—The thirteen cards dealt to each player.

Honors.—Ace, King, Queen, and Knave of trumps, reckoned in the order here given.

Jack.—The Knave of any suit.

King Card.—The highest unplayed card in any suit; the leading or winning card.

Lead, the.—The first player's card, or the card next played by the winner of the last trick.

Long Cards.—Cards of a suit remaining in one hand after the remainder of the suit is played.

Long Suit.—A numerically strong suit.

Long Trumps.—The last trump card in hand, one or more, when the rest are all played. It is important to retain a trump in an otherwise weak hand.

Loose Card.—A card of no value, which may be thrown away on any trick won by your partner or adversary.

Lurch.—The players who make the double point are said to have lurched their adversaries.

Love.—No points to score. Nothing.

Marking the Game.—Making the score apparent, with coins, &c., as before explained.

Points.—The score obtained by tricks and honors.

Quarte.—Four cards in sequence.

Quarte Major.—A sequence of Ace, King, Queen, and Knave.

Quint.—Five successive cards in a suit; a sequence of five, as King, Queen, Knave, Ten, and Nine.

Renounce.—Possessing no card of the suit led, and playing another which is not a trump.

Revoke.—Playing a card different from the suit led, though the player can follow suit. The penalty for the error, whether made purposely or by accident, is the forfeiture of three tricks. (*See* Laws.)

Rubber.—The best two of three games.

Ruffing.—Another term for trumping a suit other than trumps.

Sequence.—Cards following in their natural order, as Ace, King, Queen; Two, Three, Four, &c. There may, therefore, be a sequence of Four, Five, Six, and so on.

See-saw.—When each partner trumps a suit. For instance, A holds

no Diamonds, and B no Hearts. When A plays Hearts, B trumps and returns a Diamond, which A trumps and returns a Heart, and so on.

Score.—The points gained in a game or rubber.

Single Card, or Singleton.—One card only of a suit.

Slam.—Winning every trick in a round.

Tenace.—Holding the best and third best of any suit led when last player. Holding tenace; as King and Ten of Clubs. When your adversary leads that suit, you win two tricks perforce. [*Tenace minor* means the second and fourth best of any suit.]

Tierce.—A sequence of three cards in any suit.

Tierce Major.—Ace, King, and Queen of any suit held in one hand.

Tricks.—The four cards played, including the lead.

Trump.—The last card in the deal; the turn-up.

Trumps.—Cards of the same suit as the turn-up.

Trumping Suit.—Playing a trump to any other suit led.

Underplay.—Playing to mislead your adversaries; as by leading a small card though you hold the King card of the suit. (*Vide* 10 *d.*)

Youngest Hand.—The player to the right of the dealer.

THE LAWS OF WHIST.*

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of ten points. Each trick, above six, counts one point.

3. Honors, *i. e.*, Ace, King, Queen, and Knave of trumps are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.

II. Any three honors, they score two points.

III. Only two honors, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of nine, cannot score honors.

5. The penalty for a revoke takes precedence of all other scores. Tricks score next.. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

---

* The laws of the game, as revised in 1867, by a joint committee of players belonging to the Arlington and Portland Clubs, London, under the chairmanship of James Clay, Esq., M. P., and generally adopted by the clubs in this country. The notes and explanations in brackets are by "Cavendish," an accepted writer on the game.

7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

9. If an erroneous score, affecting the amount of the rubber, be proved, such mistake can be rectified at any time during the rubber.

CUTTING.

10. The ace is the lowest card.

11. In all cases, every one must cut from the same pack.

12. Should a player expose more than one card, he must cut again

FORMATION OF TABLE.

13. If there are more than four candidates, the players are selected by cutting: those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

14. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card, has a prior right to any aftercomer to enter the table.

CUTTING CARDS OF EQUAL VALUE.

15. Two players cutting cards of equal value [in cutting for partners], unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

[*Example:* A Three, two Sixes, and a Knave are cut. The two Sixes cut again and the lowest plays with the three. Suppose at the second cut, the two Sixes cut a King and a Queen, the Queen plays with the Three. If at the second cut a lower card than the Three is cut, the Three still retains its privileges as original low, and has the deal and choice of cards and seats.]

16. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

[*Example:* Three Aces and a Two are cut. The three Aces cut again. The Two is the original high, and plays with the highest of the next cut. Suppose at the second cut, two more Twos and a King are drawn. The King plays with the original Two and the other pair of Twos cut again for

deal. Suppose instead, the second cut to consist of an Ace and two Knaves. The two Knaves cut again, and the highest plays with the Two.]

CUTTING OUT.

17. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

ENTRY AND RE-ENTRY.

18. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

19. In the formation of fresh tables, those candidates who have neither belonged to, nor played at any other table have the prior right of entry: the others decide their right of admission by cutting.

20. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

21. A player cutting into one table, whilst belonging to another, loses his right [*i. e.*, his prior right] of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate. [And last in the room, *vide* Law 19.]

22. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

23. The pack must neither be shuffled below the table nor so that the face of any card be seen.

24. The pack must not be shuffled during the play of the hand.

25. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

26. Each player has a right to shuffle, once only, except as provided by Rule 29, prior to a deal, after a false cut [*vide* Law 31], or when a new deal [*vide* Law 34] has occurred.

27. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

28. Each player after shuffling must place the cards properly collected, and face downwards, to the left of the player about to deal.

29. The dealer has always the right to shuffle last: but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

30. Each player deals in his turn; the right of dealing goes to the left.

31. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

[After the two packets have been re-united, Law 35 comes into operation.]

32. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

33. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

A NEW DEAL.

34. There must be a new deal—

I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack. [The same dealer must deal again. *Vide* also Laws 44 and 47.]

35. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

36. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

37. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

38. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

39. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

40. A misdeal loses the deal. [Except as provided in Laws 42 and 47.]

41. It is a misdeal—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own, or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen or more cards, and either of the other three less than thirteen. [The pack being perfect. *Vide* Law 44.]

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so. [*Vide* also Law 33.]

42. A misdeal does not lose the deal if, during the dealing either of the adversaries touch the cards prior to the dealer's partner having done so, but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

43. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards [*i. e.*, until after he has played to the first trick], the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand [*vide* also Law 67, and Law 41, paragraph IV.]; he may search the other pack for it, or them.

44. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber: that hand in which the imperfection was detected is null and void; the dealer deals again.

45. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

46. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

47. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

48. Should a player take his partner's deal and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

49. The dealer, when it is his turn to play to the first trick, should

take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability.

[It is not usual to call the trump card if left on the table.]

50. After the dealer has taken the trump card into his hand, it cannot be asked for; a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called. See Law 55. [Any one may inquire what the trump suit is, at any time.]

51. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, &c., until the trump card be produced.

52. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versa*, until such card is played.

CARDS LIABLE TO BE CALLED.

53. All exposed cards are liable to be called, and must be left [face upwards] on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed cards:—

I. Two or more cards played at once. [If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play and afterwards to call the others.]

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it. [Detached cards (*i. e.*, cards taken out of the hand but not dropped) are not liable to be called unless named; *vide* Law 57. It is important to distinguish between exposed and detached cards.]

54. If any one play to an imperfect trick the best card on the table [and then lead without waiting for his partner to play], or lead one which is a winning card as against his adversaries, and then lead again [without waiting for his partner to play], or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

55. If a player, or players, under the impression that the game is lost —or won—or for other reasons—throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

56. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved, or

won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: they cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

57. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead. [*i. e.* The first time that side obtains the lead.]

58. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

59. If any player lead out of turn, his adversaries may either call the card erroneously led—or may call a suit from him or his partner when it is next the turn of either of them to lead. [*i. e.* The penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.]

60. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, except the original offender, whose card may be called —or he, or his partner, when either of them [*i. e.*, whichever of them next first has the lead] has next the lead, may be compelled to play any suit demanded by the adversaries.

61. In no case can a player be compelled to play a card which would oblige him to revoke.

62. The call of a card may be repeated [at every trick] until such card has been played.

63. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

64. If the third hand play before the second, the fourth hand may play before his partner.

65. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win the trick.

66. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

67. If any one play two cards to the same trick, or mix his trump, or

other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. [*Vide* also Law 43.] If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE.

68. Is when a player, holding one or more cards of the suit led, plays a card of a different suit. [*Vide* also Law 58.]

69. The penalty for a revoke is—

I. At the option of the adversaries, who at the end of the hand, may either take three tricks from the revoking player [and add them to their own]—or deduct three points from his score—or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand;

III. Is applicable only to the score of the game in which it occurs;

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player;

V. Takes precedence of every other score, *e. g.*, the claimants seven—their opponents nothing—the former add three to their score—and thereby win the game, even should the latter have made thirteen tricks, and held four honors.

70. A revoke is established, if the trick in which it occur be turned and quitted, *i. e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

71. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

72. At the end of the hand, the claimants of a revoke may search all the tricks. [*Vide* Law 74.]

73. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others; the cards withdrawn are not liable to be called.

74. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the

proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

75. A revoke cannot be claimed after the cards have been cut for the following deal.

76. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

77. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

78. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary. [In the manner prescribed in Law 69.]

79. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than nine. (*Vide* Rule 58.)

CALLING FOR NEW CARDS.

80. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

CALLING HONORS.

81. If any one calls after having played, or reminds his partner of calling, after the deal is completed, the adversaries may claim a fresh deal.

[*Case:* A, being at eight, inquires of his partner immediately after the deal is completed, "How many are we?" *Decision:* He reminds him of calling. Calling is the only positive avowal permitted at whist. It is an intimation to partner to lead trumps: hence, with a powerful hand it is not advisable to call, lest you put the adversaries on their guard; neither is it advisable, unless partner has the lead, to call before the latest period allowed, viz.: before your own turn to play. When the adversaries do not call, if you have no honor, you may presume partner to have at least two; having one, you presume that he has at least another: if both parties are at eight, without calling, there is probably one honor in each hand. If honors are not shown at the outset, precedence attaches to tricks.]

82. If any one calls without having two honors; or without being at the score of eight; or shall answer the call, without having an honor; the adversaries may consult as to a fresh deal, reclaiming their hands if thrown down.

[*Case* 1. A, on turning up an honor, calls to his partner, "Have you one?" May a fresh deal be demanded? *Decision:* Yes; unless it turns out that A, possessing another honor, had really a title to call. *Case* 2. A, having four honors at the score of six, claims game. Can a

fresh deal be demanded, for calling at another score than eight? *Decision:* This is not a *call*, the honors being treated as exposed cards.]

GENERAL RULES.

83. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult they lose their right [to demand any penalty]; and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

[This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.]

84. Any one during the play of a trick, or after the four cards are played, and before, but not after they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

85. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or without being required so to do, by drawing it towards him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose [*i. e.*, refrain from winning] the trick.

86. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

87. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

88. A bystander, by agreement among the players, may decide any question.

89. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

90. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF WHIST.

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult, in some cases impossible, to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at Clubs: if possible this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to

the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game. [The question "Who dealt?" is irregular, and if asked should not be answered.]

A player who desires the cards to be placed, or who demands to see the last trick [or who asks what the trump suit is], should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts; as to who played any particular card—whether honors were claimed though not scored, or *vice versa*—&c., &c.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

CASES AND DECISIONS.

The following Cases and Decisions are by "Cavendish," and have the approval of James Clay, Esq.

Card laws are intended to effect two objects: 1. To preserve the harmony and determine the ordering of the table. Such, for example, are the laws in the previous code, which regulate scoring, cutting, shuffling, &c., and the miscellaneous rules included under the head of Etiquette. 2. To prevent any player from obtaining an unfair advantage.

The word "unfair" must be taken in a restricted sense. It does not mean intentional unfairness. This is not to be dealt with by laws, but by exclusion from the card table. In deciding cases of card law, the offender should be credited with *bona fides*. It follows from this, that offences should not be judged by the intention of the player, but by the amount of injury which his irregularity may inflict on the opponents.

In a perfect code, there should be a penalty for all errors or irregularities, by which the player committing them, or his side, *might* profit; and on the other hand there should be no penalty for errors by which he who commits them, *cannot possibly* gain an advantage.

Penalties should be proportioned as closely as possible to the gain which might ensue to the offender. For instance: if the third hand has not played and the fourth plays before his partner, the second hand is informed whether or not his partner is likely to win the trick. The law, therefore, provides that the adversaries shall be entitled to call on the second player either to win the trick, or not to win it, whichever they please. Say, the fourth hand plays an Ace out of turn. The second hand may be required to win the trick. If he has none of the suit he

must trump it. In the opposite case, if the fourth hand plays a small card, and the second is called on not to win the trick, he must play a small card also. In this manner, the second player is prevented from benefitting by the irregular information afforded him. Other offences are legislated against in a similar way, the point kept in view throughout being, that no player shall be allowed to profit by his own wrong doing.

However carefully a code is drawn up, it will not unfrequently happen in practice, that cases occur which are but imperfectly provided for. Such cases should be referred for decision to some arbitrator. The arbitrator will find himself materially assisted by keeping well before him the two great objects with which the laws have been framed.

The following general rules will also be found useful in guiding him to just decisions:

Where two or more players are in fault, it should be considered with whom the first fault lies, and how far it induced or invited the subsequent error of the adversary.

Questions of fact should be settled before the case is referred, either by a majority of the players, or, if they are divided in opinion, by an onlooker agreed to by both parties, the decision of this referee being final.

When the facts are agreed to they should be written down, and the written statement submitted to the judge, who should return a written answer.

Should it so happen that a case is referred, wherein the players are divided in opinion as to the facts, the arbitrator will do well to decline to give a decision. The disputants, however, may be reminded that the player whom it is proposed to punish is entitled to the benefit of reasonable doubt.

Questions of interpretation of law should be decided liberally, in accordance with the spirit rather than the letter of the law. On the other hand, the arbitrator should bear in mind the great inconvenience of a lax interpretation of card laws, and having made up his mind as to the intention of the law, should decide all cases with the utmost strictness.

The following cases, with decisions, selected from a large number which have been brought under the author's notice as having occurred in actual play, are given in exemplification of the foregoing remarks.

Case 1.—The play of the hand shows that WY (partners) hold no honor. The hand is therefore abandoned and the adversaries (XZ) score the game. It is then discovered that X has only twelve cards, and one of the honors is found on the floor. WY then object to the score on the ground that XZ only "held" three honors (*vide* Law 3).

Decision.—XZ are entitled to score four by honors. X is not obliged to play with his cards in his hand. Besides, the game having been abandoned, Law 56 comes into operation. The penalty for playing with twelve cards is laid down in Law 43.

Case 2.—WY claim "the game" and score it. After the trump card

of the following deal is turned up, XZ object that WY have not claimed honors (*vide* Laws 6 and 7).

Decision.—The honors were claimed within the meaning of the law. The objection to the score, if made really in ignorance of how it accrued, should have been taken at once. XZ should not wait the completion of the deal, so as to entrap WY on a mere technicality.

Note.—This is a good instance of interpretation in accordance with the spirit of the law. Laws should never be so construed as to inflict a wholly unnecessary wrong, as would happen in this case were the law insisted on literally. The intention of Law 7 is to require WY to draw attention to the claim; and this is sufficiently done by the claim of "the game."

Case 3.—X throws down his hand and claims "the game." Y (X's adversary) thinking that X is referring only to the tricks, says, "You are not game." X then marks four. After the trump card of the following deal is turned up, W remarks, "If X had scored his honors, he would have been game." X then claims the game, on the ground that he made the claim in time, and only withdrew it in consequence of Y's contradiction. Is X entitled to score the game?

Decision.—No. X's claim of "the game" is irregular. He is bound to state in what way he wins it (*vide* Law 6). There is no evidence that X was referring to his honors when he claimed the game, but rather the contrary, as he afterwards withdrew his claim and said nothing about honors.

Note.—This is an example of two players being in fault. It seems hard on X that he should suffer through Y's mistake; but it must be borne in mind, that the confusion was introduced by X's own irregularity, and that the omission to score honors was due to his subsequent forgetfulness. (Compare with Case 2.)

Case 4.—At the conclusion of the deal the trump card comes to the hand on the dealer's left. The dealer requests the players to count their cards. The player to the dealer's left appropriates a packet of cards lying a little to his own right hand, between himself and the dealer, and finds twelve cards in it. The other hands each contain thirteen. The dealer now claims the hand with twelve cards in it as his hand. Must the players accept the hands thus given to them, or is it a misdeal?

Decision.—It is a misdeal. The fault is entirely with the dealer. If he deals so carelessly that there is any doubt as to the ownership of the hands, he must apportion them, and having once done so, he must not shift the hands about, so as to make a hand with twelve cards in it fall to himself.

Case 5.—X throws down his cards, remarking, "We have lost the game." On this, W and Y (X's adversaries) throw down their cards. Z retains his hand. WY plead that they were misled by X and that therefore they are not liable to Law 55.

Decision.—W's, X's and Y's hands are exposed, and must be left on the table to be called, each player's by the adversary. Z is not bound

to abandon the game because his partner chooses to do so. Consequently, X's remark does not bind Z. W and Y ought to keep up their cards until they have ascertained that both adversaries have abandoned the game.

Note.—The written law is sufficient to decide this case (*vide* Law 55); but inasmuch as the irregularity in question is a fertile source of disputes, the case has been deemed worthy of insertion.

Case 6.—When it comes to the last trick of a hand it appears that the player who has to lead has no card. What is to be done?

Decision.—(*a*) If either of the other players remains with two cards, it is a misdeal (*vide* Law 41, paragraph iv). (*b*) If the other players have their right number of cards, the missing card should be searched for (*vide* Law 67), and when found assigned to the leader, who is liable to Law 43. (*c*) If the missing card cannot be found, the tricks may be searched to find what card is wanting, and the absent card assumed to have belonged to the player who had but twelve cards.

Note.—It may seem that decision *c* is severe on a player playing *bona fide* with an imperfect pack. But each player is bound to count his hand before he plays. His playing to the first trick signifies his acceptance of the hand. If he accepts an imperfect one, he must take the consequences.

Case 7.—Towards the end of the hand a Spade is led. The third hand, when it comes to his turn to play, lays down the Ace of trumps (Hearts) and says "There's the game." He then throws his hand on the table. The hand contains several Spades. Is it a revoke?

Decision.—It is a question of fact. If the card was exposed in order to save time it is not a revoke. But if the Ace of trumps was played to the trick it is a revoke, the subsequent throwing down of the cards being an act of play, equivalent to playing to the following trick (*vide* Law 70).

Case 8.—The adversary cuts the pack to the dealer, but without his consent, *i. e.*, without the dealer presenting it to be cut. Is it too late to claim a revoke in the previous hand? (*Vide* Law 75.)

Decision.—It is too late for the player who cut or for his partner to claim a revoke, but not too late for the adversaries.

Case 9.—A player revokes, and on discovering the revoke before the hand is played out, says in explanation, "I never saw the card; it was hidden behind my King of Diamonds," the King of Diamonds being still in his hand.

Decision.—The King of Diamonds is constructively an exposed card, and the adversaries may require that it be laid on the table to be called.

Case 10.—X leads out of turn. Y (X's adversary) says to his partner, "Shall we call a suit or not?" Y's partner gives no answer. Is the asking the question a consultation within the meaning of Law 83, although no answer is made to it?

Decision.—Yes. It is the very question Law 83 is framed to prevent. Y, by the question, shows that he is in doubt as to the policy of calling a suit, and thus affords information he has no right to give. Further

than this, a reply by word of mouth is not necessary to constitute a consultation. Silence is an answer. The knowledge that a partner is indifferent may convey information that Y has no right to extract.

Note.—The usual formula is "Will you exact the penalty or shall I?" This question does not bring the player under the operation of Law 83.

Case 11.—W leads and the other three players follow suit. W plays another card (it not being his lead) and proceeds to gather the five cards into one trick. On being told of it, W explains that his attention had been diverted, and that he thought he had not played to the trick. The adversaries claim to be entitled to the penalties for leading out of turn, on the ground that the penalty should depend, not on the actual intention of the player, but on his possible intention.

Decision.—W has not led out of turn; he has merely exposed a card. The abstract principle pleaded by the adversaries is quite sound, but it does not apply to this case: There can be no doubt of W's intention, as he proceeds to gather the trick.

The gentleman who writes under the *nom de plume* of "Cavendish," and who has perhaps produced the best work on the game, gives the following general principles for playing the different hands:

THE FIRST HAND OR LEAD.

The considerations that determine the most advantageous card to lead at the commencement of a hand differ from those which regulate the lead at other periods; for at starting the Doctrine of Probabilities is the only guide; while as the hand advances each player is able, with more or less certainty, to draw inferences as to the position of some of the remaining cards. The number of the inferences, and the certainty with which they can be drawn from the previous play, constantly increase, so that it not unfrequently happens that towards the termination of a hand the position of every material card is known.

In treating of the lead it will be most convenient to begin by examining the principles which govern the original lead. The application of these principles will require to be somewhat modified in the case of trumps, as will appear hereafter.

1. LEAD ORIGINALLY FROM YOUR STRONGEST SUIT.

a. The first question that arises is, which is the strongest suit? A suit may be strong in two distinct ways. 1. It may contain more than its proportion of *high* cards. For example, it may contain two or more honors, one honor in each suit being the average for each hand. 2. It may consist of more than the average *number* of cards, in which case it is numerically strong. Thus a suit of four cards has numerical strength; a suit of five cards great numerical strength. On the other hand, a suit of three cards is numerically weak.

b. In selecting a suit for the lead, numerical strength is the principal point to look to; for it must be borne in mind that Aces and Kings ar

not the only cards which make tricks; Twos and Threes may become quite as valuable when the higher cards of the suit are exhausted. To obtain for your own small cards a value that does not intrinsically belong to them, and to prevent the adversary from obtaining it for his, is evidently an advantage. Both these ends are advanced by choosing for your original lead the suit in which you have the greatest numerical strength; for you may establish (*vide* Technical Terms) a suit of this description, while, owing to your strength, it is precisely the suit which the adversary has the smallest chance of establishing against you. A suit that is numerically weak, though otherwise strong, is far less eligible.

Suppose, for example, you have five cards headed by, say, a Ten in one suit, and Ace, King, and one other, say the Two, in another suit. If you lead from the Ace, King, Two suit, all your power is exhausted as soon as you have parted with the Ace and King, and you have given the holder of numerical strength a capital chance of establishing the suit. It is true that this fortunate person *may* be your partner; but it is twice as likely that he is your adversary, since you have two adversaries and only one partner. On the other hand, if you lead from the Five suit, though your chance of establishing it is slight, you at all events avoid assisting your adversary to establish his; the Ace and King of your Three suit, still remaining in your hand, enable you to prevent the establishment of that suit, and may procure you the lead at an advanced period of the hand. This we shall find as we proceed is a great advantage, especially if, in the course of play, you are left with the long cards of your Five suit.

The best suit of all to lead from is, of course, one which combines both elements of strength.

c. In opening a suit, there is always the danger of finding your partner very weak, or of leading up to a tenace in the hand of the fourth player. If you lead from a very strong suit, these dangers are more than compensated for by the advantages just explained; if your best suit is only moderately strong, the lead is not profitable, but rather the reverse. If all your suits are weak, the lead is very disadvantageous. The hand, however weak, must hold one suit of four at least, and this, if only headed by a Ten or a Nine (unless trumps, 13, *e*), should generally be chosen. Being unable to strike the adversary, you take the best chance of not assisting him.

It follows that a suit consisting of a single card is a very disadvantageous one to lead from; yet no lead is more common even among players of some experience. The reason assigned in favor of this lead is the possibility of making small trumps. But it is important to observe, that you stand very nearly as good a chance of making trumps by waiting for some one else to open the suit. If the suit is opened by the strong hand, your barrenness will not be suspected; you will be able, if necessary, to win the second round, while you will be free from the guilt of having sacrificed any high card your partner may have possessed in the suit, or of having assisted in establishing a suit for the adversary.

Again, your partner, if strong in trumps, will very likely draw yours, and then return your lead, imagining you led from strength. If, indeed, he is a shrewd player, he will, after being taken in once or twice, accommodate his game to yours; but he can never be sure of the character of your lead, and may often miss a great game by not being able to depend upon you. If you have great numerical strength in trumps, the evils of a single-card lead are lessened; but in this case, as will hereafter be shown, it is generally right to lead trumps. In the opinion of the author, it may be laid down as an axiom, that in plain suits, an original lead from a single card is in no case defensible.

d. Many players will not lead from a strong suit, if headed by a tenace; preferring, for instance, to lead from Ten, Nine, Three, to Ace, Queen, Four, Two. They argue, that by holding up the Ace, Queen suit, they stand a better chance of catching the King. So far they are right; but they purchase this advantage too dearly; for the probable loss from leading the weak suit may be taken as greater than the probable gain from holding up the tenace.

e. Which card of the strong suit should be led originally?—The key to this problem is furnished by the remark, that it conduces to the ultimate establishment of a suit to keep the commanding cards of it in the hand that has numerical strength. In the suit of your own choosing, you are presumably stronger than your partner; it is therefore undesirable at once to part with your high cards. Hence it is best, in general, to lead the smallest. Your partner, actuated by a desire to assist in establishing your strong suit, will play his highest card to your lead (8, *a*), and if he fails to win the trick, will at all events force a higher card from the fourth player, and so clear the suit for you. Another reason in favor of leading the lowest is, that it increases your chance of making tricks in the first two rounds. For in the first round of a suit the second hand generally puts on his smallest card, as will be seen hereafter (6). If, therefore, you originally lead the smallest, holding suppose Ace and others, the first trick will, in all probability, lie between your partner and the last player; and since there is no reason why the fourth player should hold a better card than the third, it is an even chance that your partner wins the trick. It is certain (bar trumping) that you win the second round; therefore it is an even chance, if the suit is led this way, that you make two tricks in the first two rounds. But if you lead out the Ace first it is two to one against your making the second trick, for the adversaries have two hands against your partner's one, and either may hold the King. A third reason for leading the lowest of your suit is, that your partner may prove utterly weak in it; and in this case it is important that you keep a commanding card, to stop the adversary from establishing it.

It follows, when you lead a small card originally, that your partner should conclude you have led from numerical strength.

f. There are two exceptions to the rule of originally leading the lowest of a strong suit.—1. When you lead from Ace with four or more small ones. In this case it is considered best to begin with the Ace, lest it is

trumped in the second round. 2. When your suit contains a strong sequence, it is best to lead one of the sequence, in order to prevent the adversaries from winning the first trick with a very small card.

When you intend to lead from a sequence, the card to be selected depends on the nature of the sequence, namely, whether it is a ***head*** sequence or an ***under*** sequence (*vide* Technical Terms). You should

2. LEAD THE HIGHEST OF A HEAD SEQUENCE.

a. For, otherwise, your partner is uncertain where the highest lies, and you and he may play two winning cards where one would have sufficed. For instance, if with Queen, Knave, Ten, you lead the Ten, your partner may put the King on it, but he certainly would not on the Queen. In addition to this, if there is any finessing to be done in the suit, it can only be by your partner. Thus, to continue the illustration of the sequence of Queen, Knave, Ten. You lead the Queen. Your partner has the Ace. He will not put it on, and if the King lies to your left he is completely hemmed in. Had you led the Ten, your partner would have put on the Ace, and the King have been freed.

b. On the other hand, if you lead from an under sequence, you should lead the lowest, the reason being that, in this case, you wish your partner to put on his highest card. For example, with King, Ten, Nine, Eight, you should lead the Eight and not the Ten, as if your partner's highest card is the Knave, you wish him to put it on, that he may not afterwards retain the command of your suit. Or suppose your partner's best card is the Queen, the lead of the Ten would probably induce him to finesse, and thus give the adversary a chance of making the Knave the first round, and of retaining the Ace in hand, although you and your partner hold two honors in the suit. If your partner puts on the Queen, you are still able to finesse the Nine if the suit is returned, and this finesse is much more advantageous than your partner's finessing the Ten. In the first place the finesse is postponed to the second round, when, more cards having been played, you have more data to guide you as to the policy of making the finesse; and in the next place, if you have a choice as to whether you or your partner shall finesse in your strong suit, it is, as a rule, more advantageous for you to do it. For, as already explained (1, *e*), it conduces to the establishment of a suit for the strong hand to retain the command of it, and for the presumably weak hand to play his highest cards.

It is a disputed point whether, with sequences neither at the top nor bottom of a suit (intermediate sequences), the best card to lead is the smallest of all or the smallest of the intermediate sequence. From the combination of King, Knave, Ten, Nine, and one or more small cards, containing an intermediate sequence of Knave, Ten, Nine, it is agreed that the Nine should be led, and not the smallest of the suit: also from King, Knave, Ten, and one or more small cards, the ten is the common lead. But with smaller under sequences as, for example, King, Ten, Nine, Eight, and a small one, say the Two, the lowest card of the suit,

the Two, is usually led, and not the lowest of the intermediate sequence, the Eight. In the opinion of the writer the Eight is the best card to choose where the suit is led originally. The rule, which he believes to be founded on a true extension of the principle to small intermediate sequences, should be that where such sequences contain three or more cards, the lowest of the sequence should be led in preference to the lowest of the suit. But as this treatment of intermediate sequences is by no means generally adopted, it is not here insisted on.

ANALYSIS OF LEADS IN DETAIL.

[The following analysis should be familiarly known by every player, not only that he himself may follow it, but also that he may, without effort, form a correct idea of the cards the other players hold, by observing what they lead.]

Ace, King, and others, lead King. This is an exception to leading the highest of a sequence. Your partner should not trump the King, for if you have not the Ace, you want the adversary to play it, that he may not hold the winning card of your suit. If your King wins, and you are obliged to change the suit, your partner is pretty sure where the Ace is; but if you lead the Ace, he can know nothing about the King, unless it is your practice to lead King from Ace, King, when he would be sure that the King is against you. If you hold *Ace, King, and Queen*, follow King with Queen, and still keep up the Ace, and act similarly if intermediate cards drop, and you are left with Ace and the next best. You do not begin with the Queen, because if your partner has none of the suit he would probably trump it. With a bad partner all this is useless; he will not be informed by it, and may possibly trump your winning card. *In trumps*, with *Ace, King, and five small ones*, lead in the same way, as you are sure to be left with the numerical command of trumps; but with *less than seven trumps*, lead the smallest. Your Ace and King must make, and you give your partner an even chance of winning the first trick (1, *e*); you retain the command, and have the advantage of the lead after the third round of trumps (13, *e*). With *Ace, King, Queen, &c., of trumps*, begin with the lowest of the sequence (12, *b*).

Ace, King, Knave, &c., generally lead out King and Ace, and if Queen does not drop, continue with the smallest. If you lead King, and change the suit, your partner should understand that you hold the tenace, and are waiting to finesse on the return of the lead. This is generally right *in trumps*, unless it is an object to get out two rounds. With more than five trumps it is, as a rule, better to lead out King and Ace, and to take the chance that the Queen falls. It is obviously useless to wait for the finesse if Queen is turned up to your left.

Ace, Queen, Knave, &c., lead Ace and Queen. If King is against you, he wins the Queen, and you remain with the best.

Ace, Queen, Ten, Nine, lead the Nine. With *more than four*, the Ace *in plain suits*, but *in trumps*, the lowest of the Ten, N

sequence. With *Ace, Queen, Ten, &c., and Knave turned up to your right*, lead Queen, by which you retain the tenace on the return of the suit. This is an exceptional lead. Exceptional leads must be cautiously resorted to, as they are likely to deceive your partner; thus, leading the Queen in this case might cause an indifferent partner to conclude that you led from weakness (3).

Ace, Knave, Ten, Nine, lead Ace and Knave. *In trumps* the same, *if Queen is turned up to your left;* but *otherwise* the Nine. *If Queen is turned up to your right*, the best chance of making four tricks is to lead the Nine.

In all other suits headed by Ace, lead the smallest, except with *four or more small ones*, when lead Ace; *in trumps*, the smallest, unless you have seven trumps.

King, Queen, Knave, Ten, lead Ten. The Ace will probably not be played second hand, on the Ten, and you thus get an increased chance of two rounds, and so of clearing your suit.

King, Queen, Knave, and one small one, lead King; continue with Queen, and then, if Ace does not fall, with the small one, on the presumption that partner has the Ace. You must not presume this because King goes round, the Ace being sometimes held up. If your partner is a superior player, you may continue in the second round with Knave, which informs him of your strength, for he knows you would not originally lead King, Knave, in this way unless supported by Queen; it would be dangerous with a moderate partner, as he might put Ace on your Knave. With *King, Queen, Knave, and more than one small one* lead Knave. You are so strong that if your partner holds Ace you can afford to let him put it on, and so get rid of the command of your suit, even at the expense of winning the trick twice over.

King, Queen, and small ones, lead King; *in trumps* the smallest, unless you hold seven trumps, or King, Queen, Ten, &c. If King goes round, continue with the smallest. Some players, with Ace, Knave, &c., will not win the King, in order to keep the command of your suit. You must submit to that contingency. It is seldom good play.

King, Knave, and others, lead the lowest. With *Ten also* lead the Ten; with others in sequence, as *King, Knave, Ten, Nine*, the lowest of the sequence, to prevent the adversary from making a very small card the first round (2, *b*). With *King, Knave, Nine, &c., and Ten turned up to your right*, it is generally advised to lead Knave, but the policy of this is doubtful.

In other numerically strong suits headed by King, lead the lowest.

Queen, Knave, Ten, &c., lead Queen; and if it wins, follow with Knave.

Queen, Knave, Nine, &c., some players lead the smallest, others Queen, and finesse Nine in the second round. The Queen is certainly best *in trumps if Ten is turned up to your right;* but in other cases, in the author's opinion, the small one is, as a rule, best, unless with six or more of the suit, when the chances are that it is established in two rounds.

Queen, Knave, and two or more small ones, the lowest. You have numerical strength, and your object is not to take the chance of catching the King, but to establish the suit. You therefore leave the first trick to your partner (1, *e*).

In other suits of four at least, headed by Queen, lead the lowest.

Knave, Ten, Nine, &c., lead Knave. Some players lead Knave from *Knave, Ten, Eight, &c.*; but the smallest is, in the writer's opinion, the best, except *in trumps, when Nine is turned up to your right.*

In all other strong suits headed by Knave, lead the lowest.

In all suits of four cards or more without an honor, lead the lowest, except with *Ten, Nine, Eight, &c.*, when lead Ten.

In the *second round of a suit*, if you have the *winning card*, generally lead it; if you have the *second and third best*, generally lead the second best, *in other cases* generally the lowest.

3. LEAD THE HIGHEST OF A NUMERICALLY WEAK SUIT.

a. When it is your fate to open a numerically weak suit, your object should be to do as little harm as possible. You cannot expect to win many tricks, so you must do all you can to assist or *strengthen* your partner by leading high or strengthening cards; for, by leading the highest of a suit numerically weak, you take the best chance of keeping the strength in your partner's hand, should he happen to hold it (1, *e* and 8, *b*).

It will not often happen that you are driven to open a weak suit originally, as one of your suits must contain as many as four cards. But it may so turn out that your four-card suit is composed of very small cards indeed, in which case you might prefer to open a suit containing better cards, though numerically weaker. Every one can see that Ace, King, Queen, is a better suit to open than Five, Four, Three, Two; but as you descend in one scale and ascend in the other there comes a point where the two descriptions of strength (1, *a*) nearly or quite balance. With hands containing only a suit of four small cards, say none higher than the Eight or Nine, and suits of three cards of higher value, the choice is sometimes difficult. As a rule, when you are in doubt, stick to the general principle, and lead from your four-card suit; but if you have such a suit as Queen, Knave, and another, or Knave, Ten, and another, you will generally do less harm by opening that.

There is another combination of cards with which you may be forced to open a numerically weak suit at starting, viz., when your only four-card suit is the trump suit. You would then generally open one of the other suits, as a smaller evil than leading a trump (13, *e*).

Whenever you decide on opening a suit of but three cards, choose, if possible, one in which you hold a sequence which may be of benefit to your partner, as Queen, Knave, Ten; Queen, Knave, and one small one; Knave, Ten, and one other, and so on, and lead the highest.

you have no sequence, lead from your strongest weak suit. Thus, two honors not in sequence, and one small one, is a better lead than Ace and two small ones, or King and two small ones. These again should be chosen in preference to Queen and two small ones. When leading from one of these numerically weak suits that does not contain a sequence, if you have any indication from the play that your partner is strong in the suit (as will be explained in Section 4), lead the highest. But having no guide as to his strength, lead the lowest. You run the risk of making your partner think you have led from numerical strength; but on the other hand, by leading out the high card, you at once give up the command of the suit, and unless your partner has strength in it (the chances being against this) you leave yourself at the mercy of the opponents.

The case is different with numerically weak suits headed by a Knave or a lower card. Of these suits you should lead the highest; by retaining such a card as the Knave you would scarcely ever be able to stop the adversaries from establishing the suit, should they be strong in it; and by leading out the high card, you do all you can to aid your partner, should he have strength.

Ace and one other; King and one other; or Queen and one other, are very bad suits to lead from. By holding them up you and your partner stand a better chance of making tricks on the suit; and if it should be the adversaries' suit (the chances being two to one that it is) you keep the power of obstructing it and of obtaining the lead at advanced periods of the hand.

It follows that when you lead a higher card in the first round of a suit and in the next drop a lower one (subject to the rules respecting leads from sequences and the lead from Ace and four small ones) your partner should infer that you have led from a weak suit. Thus, suppose you lead a Nine, which is called an equivocal card, as it comes from both strong and weak suits. If in the second round your partner can infer that you hold a higher card, he knows you have led from strength. But if in the second round you play the Eight, your partner is equally certain that your first card was the highest of your weak suit. If your original lead is a strengthening card, and your partner is sure that you *always* lead from your best suit, he will know that you have a very bad hand, and will shape his game accordingly.

4. AVOID CHANGING SUITS.

a. When you obtain the lead after one or more tricks have been played, the question arises, whether or not you should open a fresh suit. If you have had the lead before, it is generally advisable to pursue your original lead, for you thus take the best chance of establishing your suit, and you open a fresh suit to a disadvantage.

The fall of the cards in the previous rounds may cause you to alter your game. Thus, the previous play may have already established your suit, or may have so nearly established it as to justify you in leading

trumps (13, *e*); or your partner may have shown a very strong suit, or a strong trump hand, which may modify your game. Again, your partner may prove utterly weak in your suit; you would then often discontinue it, unless holding the winning cards or a strong sequence, because, with these exceptions, your continuing it gives the adversary the opportunity of finessing against you, and of cutting up your suit; or you may sometimes discontinue a suit if you suspect it will be trumped by a hand you do not want to force (15, *a*—*b*); but, failing such indications, it is best, as a rule, to pursue the original lead.

b. If you have not had the lead before, it is in most cases advisable to open your strong suit, if you possess *great* strength in any suit, for you open such suit to advantage; but with weak or only moderately strong suits, which you open to a disadvantage, you would often do better to return your partner's original lead, or to lead up to the weak suit of your right-hand adversary, or through the strong suit of your left-hand adversary.

If your partner has had a lead, and you are thoroughly conversant with the system of leading developed in Sections 2 and 3, and with the Analysis of leads (p. 33), you know by the value of the card he has led whether he is strong or weak in that suit, unless he has led an equivocal card, which is led from both strong and weak suits. In this case, if you have no evidence from your own hand, or from the fall of the cards, you presume, with a good partner, that he has led from strength. But you mostly have some evidence; for instance, if he leads a Ten originally, he has led from King, Queen, Knave, Ten; from King, Knave, Ten (*vide* Analysis of Leads, p. 33); or the highest of his suit. If you hold, or either adversary plays, King or Knave, you know that your partner has led the highest of his suit. But in the absence of these cards, and especially if the Ten wins the first round, or forces Ace or Queen from the fourth hand, you may conclude that your partner's lead was from strength, and you would do perfectly right to return it.

c. When, however, you have won the first trick in your partner's lead cheaply, you must be cautious in returning it, as the strength must be between your partner and your right-hand adversary. For example, say W, X, Y, Z are the four players, and that they sit in this order round the table, so that W leads and Z is last player. If W leads a small card of a plain suit, X plays a small one, and Y (third player) puts on his best card, the Queen, which wins the trick, it is clear that Z can have neither Ace nor King; W cannot have them both, or he would have led one, therefore X must have one of them at least; and if Y returns the lead, he leads up to X's strength, and may cut up his partner's suit.

d. By observing the card led by either adversary, you can tell whether he has led from strength or weakness (4, *b*); so, also, you can judge from the card played third hand by the adversary, whether he is weak, it being presumed that the third player puts on his best. It is advantageous to lead up to a weak suit, because you compel the second hand to put on a high card, or give your partner the opportunity of finessing. It is generally less advantageous to lead through a strong suit, because

you cannot be sure that the second hand is not *very* strong, nor that the fourth hand is weak, and by continuing the suit you may be establishing it for the adversary, and getting rid of the command of it from your partner's hand.

e. In discussing leads from weak suits (3) it was supposed, for the sake of convenience, that the leader had no indication from the play to guide him. But in practice, in by far the greatest number of cases, weak suits are opened late in a hand when inference from previous play has given an insight into the strength or weakness of the several players. Thus, you commence with your strong suit; your partner fails to show any strength in it. After several other tricks are played you get the lead again, remaining with say King and two others of your first lead. You do not wish to take one of the guards from your King, and you do not deem it advisable to risk forcing your partner. You therefore try another suit. By this time you know, either by the adversaries' leads what their strong suits are, or by your partner's discard, what his other weak suit is (11). You choose for your second lead a suit which the opponents have not led, or the one from which your partner has not discarded. Under such circumstances you would, as a rule, lead the highest of the suit of your second choosing, if numerically weak in it.

When you have led a strengthening card, and it wins the trick, you can rarely do better than continue with your next highest. For example, from Queen, Knave, and Three you lead the Queen, which goes round. It hardly requires to be stated that you make the best use of your suit by continuing with the Knave. When your strengthening card does not win, the course of the play is the only guide as to whether you should continue the suit. The application of the considerations advanced in this section will generally inform you where the strong and weak suits lie, and you will act accordingly, giving your partner his strong suit, or if he has not shown one, leading up to the weak suit of the right-hand adversary, or through the strong suit of the left-hand adversary.

It has several times been assumed that it is advantageous to have the lead at advanced periods of a hand; we now see one principal reason why it is so. The leader knows by observation where the strong and the weak suits lie, and he will generally be able to make use of this knowledge for assisting his partner, or for obstructing his opponents.

f. The principles explained in the preceding pages refer in their integrity to the original lead, or to leads early in a hand. They apply also to leads generally; but at advanced periods of the hand and towards its close their application is frequently modified by inferences from the previous play and by the state of the score.

In the second round of a suit,

5. RETURN THE LOWEST OF A FOUR SUIT, THE HIGHEST OF A THREE SUIT.

a. Because, in the first case, you originally had numerical strength in the suit, and you therefore keep what power you can in your hand

(1, *e*); in the second case you are weak, and you therefore return the best to strengthen your partner (3, *a*). If you discard one of a four suit, and are left with two only *at the time you return it*, you have destroyed the numerical power of your suit, and should therefore treat it as a weak suit, and return the highest.

b. The advantages of this principle are numerous. In the case that you and your partner are both numerically strong, the return of the lowest prevents him from finessing in a suit which must be trumped third round. Again, if you only are strong and your partner is weak, he supports your strong suit by not finessing in it. Further, if your hand is weak, you naturally return a suit in which you infer that your partner is strong. You then return a strengthening card to get a high card of your partner's strong suit out of his way, and you enable him to finesse if he thinks proper, and so to keep the command in his own hand (1, *e*).

c. It is true that with two small cards only (say the Five and the Six), you do not strengthen your partner by returning the Six. But there is a secondary advantage in keeping to the rule even with small cards—*you enable a good partner to calculate how many you have left of the suit*, and often where the remainder of it lies. Thus, your partner leads a small card of a suit of which you have King, Three, and Two. You, as third player, put on the King. If you return the suit you return the Three and not the Two, when it ought to be inferred either that you have returned the smallest of a suit of four or more, or that you have no more of the suit left, or the Two only. When your Two comes down in the third round, it ought to be certain that you have no more. If your partner has confidence in you, he can often calculate what you have left before the third round is played; thus, in the above instance, your partner, not having the Two himself, and seeing that it does not drop from the adversaries, concludes, with tolerable certainty, that you have the Two and no more.

There are two exceptions to the rule of play above stated: 1. When you hold the winning card, you return it in all cases, lest it should be trumped in the third round; and, 2. When you hold the second and third best, you return the highest. Thus, suppose you have Queen, Knave, Ten, and one small one of a suit of which your partner leads a small one, you (third hand) put on the Ten, which is won by, say the Ace. If you afterwards return the suit, you should return the Queen, for you not only force out the King, if against you, but you also retain the power of eventually letting in your partner, should he have led from great numerical strength, say five cards to the Nine, an advantage which you lose by returning the small one.

It should also be observed, that occasionally when you return your adversary's strong lead you do not lead your highest of two remaining cards, especially if you hold the second best guarded. For example, you are W, X is your left-hand adversary. X has led a King, which was won by the Ace, leaving X with the Queen and others. You remain with Knave and one small one. If you are driven to return this

suit, you should return the small one. The Queen will probably be put on second hand, and you will remain with the best.

THE SECOND HAND.

In the first round of a suit, you should generally

6. PLAY YOUR LOWEST CARD SECOND HAND.

a. You presume that the first hand has led from strength (1), and if you have a high card in his suit, you lie over him when it is led again; whereas, if you play your high card second hand, you get rid of a commanding card of the adversary's suit; and when it is returned, the original leader finesses against you. Besides this, the third player will put on his highest card (*vide* Play of Third Hand, 8), and, if it is better than yours, you have wasted power to no purpose.

b. If, however, you have a sequence of high cards, you should put on one of the sequence second hand, for if you pass the trick altogether, the third hand may win with a very low card, or may force a high card from your partner. The chief objection to playing an unsupported high card does not apply, as the leader cannot successfully finesse against you in the next round.

With a moderate sequence, such as Queen, Knave; Knave, Ten; Ten, Nine, you cover if you are numerically weak; but with more than three cards of the suit, you pass a small card led, agreeably to the principle already discussed (1, *e* and 3), that in weak suits you play to strengthen your partner, but in strong ones you leave him to help you. For instance, the leader (W) has King, Ten, Nine, Eight, Seven of a suit; the second player (X) has Queen, Knave, and one small one; the fourth player (Z) has Ace and two small ones. W leads the Seven; X should cover with the Knave; if he does not, the Seven forces Z's Ace. It is true that this happens also if X passes the Seven with Queen, Knave, and two small ones; but X, in this case, has a guard to his Queen and Knave, and is left with the two best cards after the second round of the suit.

With a sequence lower than Ten, Nine, the advantage of covering is very small, and there is some fear of its being taken to indicate a desire for a trump lead (13, *i*).

7. WIN WITH THE LOWEST OF A SEQUENCE.

a. When you do not head a trick, you throw away your lowest card to economize your strength. Thus, with Queen and two small ones, you would not throw the Queen to King led. Young players mostly commit the error of supposing that it is of no consequence which card they play when they hold only small cards or cards in sequence. Nor is it, probably, as regards merely the chance of making tricks; but it is of great importance in affording information to partner (12).

Thus, suppose the players to be as before, W, X, Y, Z; W leads

the Three of a suit, X plays the Five, Y the Four. It ought to be certain that Y has no more of the suit, it being presumed that he, not being able to head the trick, throws away his smallest. If he afterwards plays the Two, and it turns out that he previously played the Four *through carelessness* (13, *i*), his partner loses confidence, and gives up all hopes of drawing correct inferences from his play.

The principle applies equally to sequences. Thus, say Knave is led, and you (second hand) hold Ace and King; if you put on the King, your partner gains the very important information that you have the Ace also. For Knave is not led from Ace, Knave, &c. (*vide* Analysis of Leads, p. 33), so the leader cannot have the Ace; the third hand cannot have it, or he would win the King; and the fourth, not having it himself, infers that you have it. If you put on the Ace, not only could he not tell that you have the King, but would presume that it lay with the adversary. The principle, though stated for the sake of convenience in respect of the second hand, applies to the third and fourth hands also. (For a fuller examination of this point see Section 12.)

ANALYSIS OF PLAY OF SECOND HAND IN DETAIL.

(*Vide* NOTE ON ANALYSIS OF LEADS, p. 33.)

Ace, King, &c., put on King; *in trumps* it is often right to leave the chance of the first trick to partner. With *Queen also*, you are so strong that you should not pass the trick even in trumps.

Ace, King, Knave, play King. If the second round comes from the original leader, you will then know whether his lead was from strength or weakness (4, *d*), and will finesse or not accordingly.

Ace, Queen, Knave, play Knave; with *Ten also*, or others belonging to the sequence, the lowest of it. *If, in trumps, King is turned up to your left*, of course Ace should be put on; obvious alterations on account of the trump card will not be mentioned in future.

Ace, Queen, Ten, put on Queen, as you thus make certain of two tricks, unless you are led through twice, and both King and Knave lie over you. *In trumps*, the Ten. With *Ace, Queen, and small ones*, the smallest, *unless Knave is led* by a good player, when put on Ace; it is useless to cover Knave with Queen, as the leader cannot have King (*vide* Analysis of Leads). This requires modification towards the close of a hand, for then the leader might have the King (4, *f*.) With *Ace, Queen, and three or more small ones*, put on Queen if weak in trumps; a small one if strong.

Ace, Knave, Ten, and one or more small ones, play the smallest. *In trumps*, the Ten. For when trumps are led from King, Queen, &c., a small one is generally led; but in plain suits the King is led. If, then, in a plain suit, a small one is led, either King or Queen must be in the third or fourth hand, and no good is got by covering. With *Ace, Knave, and one or more small ones*, it is similarly useless to cover with the Knave second hand.

With *Ace and four small ones* generally pass the first trick, unless the game is in a critical state (17), and you are weak in trumps; if you suspect a single card is led it is often right to put on Ace.

King, Queen, and others, play Queen. *In trumps*, the smallest, unless you have *Ten also*, or only three in suit.

King, Knave, Ten, &c., the lowest of the Knave sequence.

With *Queen, Knave, &c., Knave, Ten, &c., Ten, Nine, &c.*, play as directed at 6, *b*.

If a small card is led, and you hold an honor and one small card, pass the trick as a rule; for, by putting on the honor, you expose your weakness and enable the original leader to finesse in the second round (6, *a*). The exceptions are when the circumstances of a hand cause you to grasp at any chance of getting the lead, as when you want to stop a lead of trumps; and in the case of Ace, or King, and one small one, when one trick wins or saves a particular point, and strength in trumps has been declared against you. *In trumps, if King or Queen is turned up, and it is only singly guarded* (*i. e.*, if you have only one other trump), it is generally best to put on the turn-up second hand. *If you hold King or Queen singly guarded, and a superior honor is turned up to your right*, you gain an advantage by putting on your King or Queen; *if the superior honor is turned to your left*, the reverse. With *Queen and another, your partner having turned up Ace or King*, put on the small one second hand.

If a Ten is led and you hold Queen and one other, cover with the Queen. With *Queen and two others*, pass the Ten. *If a Ten is led and you hold Knave and small ones*, you should generally play a small one.

If an honor is led, and you have a higher honor and numerical weakness, cover it. With *one honor and numerical strength*, you pass an *honor led*, except you have the Ace, when put it on. Some players pass Queen led if they hold Ace, Ten, &c., or King, Ten, and one small one, but in the opinion of the writer it is better to cover. When you have a fourchette, cover of course; thus, if Knave is led, and you have Queen, Ten, &c., put on the Queen.

In the second round of a suit, if you have the winning card, you should in plain suits generally put it on second hand; but *in trumps* there are many cases in which you should not, especially if you have numerical strength in trumps and a good hand besides. Your winning trump must make, and by passing the second round, you perhaps enable your partner to make a third-best trump, or even a smaller one, yourself retaining the command.

If, when led through in the second round of a suit you conjecture from previous play that the second-best card is to your right, it is sometimes advisable to put on the third-best. You thus save your partner's hand if he holds the best. For instance, if Knave is led in the first round, and your partner (then second player) puts on King, which wins the trick, it is clear (if the Ten is your best) that your partner has the Ace, for the third player could not win the King, and the leader could

not have led from Knave, Ace (p. 32). If your right-hand adversary afterwards returns the suit through you, you should put on the Ten, in order to save your partner's Ace.

THE THIRD HAND.

In the first round of a suit, you should generally

8. PLAY YOUR HIGHEST CARD THIRD HAND.

a. In order to strengthen your partner. You presume that he leads from his strong suit, and wants to get the winning cards of it out of his way (1, *e*); you, therefore, do not finesse (*vide* Technical Terms), but play your highest, remembering that you play the lowest of a sequence (7).

With Ace, Queen (and, of course, Ace, Queen, Knave, &c., in sequence) you do finesse, for, in this case, the finesse cannot be left to your partner. In trumps you may finesse Ace, Knave, if an honor is turned up to your right. Some players finesse Knave with King, Knave, &c.; but it is contrary to principle to finesse in your partner's strong suit (1, *a*—*e*).

b. If your partner leads a strengthening card, the case is different. If it is an equivocal card, and you have no indication as to its being from strength or weakness (4, *b*), you presume it is from strength, and do not finesse. But if it is probable that your partner has led from a weak suit, then you may finesse King, Knave, &c., or pass his card altogether, so as not to give up the entire command of the suit.

For instance, you would not put Ace on your partner's Queen, for you thus part with Ace and Queen for one trick, and leave the winning card against you; also, with Ace, Knave, and one small one, if Ten is led originally, you would pass it, and so on. If Ten is led and your only honor is the Ace, put it on. The lead is most probably from King, Knave, Ten, &c., and you should leave the finesse to your partner. If Ten is led and your only honor is the Queen, pass it. If the lead is from King, Knave, Ten, you gain nothing by putting on the Queen; and if the Ten is a strengthening card you give up the entire command of the suit by covering. If you have considerable strength in a suit in which a strengthening card is led to you, you must be guided as to the finesse by your strength in trumps; thus, if your partner leads Knave of a suit in which you hold Ace, King, and small ones, if you have an average hand and four trumps, you may pass the Knave, but with only three trumps you should not.

c. In the second round of a suit, if you (third player) hold the best and third-best cards, and you have no indication as to the position of the intermediate card, you should generally finesse if strong in trumps but not if weak. If you hold second and fourth-best, you may nearly always finesse; for you conclude that the winning card is over you in the fourth hand, since your partner has not led it, and the second player has not put it on. If the third best lies over you also, you cannot prevent

the tenace from making, and your only chance therefore is to finesse. Thus, if you lead a small card from Queen, Ten, and two small ones, your partner wins the first trick with the King, and returns a small one. The Ace is certainly to your left, and therefore finesse the Ten, for if your left-hand adversary holds Ace and Knave he must make them both; but otherwise, your Ten forces the Ace, and you are left with the best. In trumps the winning card is often held up by the adversary, but you must submit to this contingency, and generally finesse.

d. It is of no use to finesse against your right-hand adversary in a suit in which he has shown weakness. For instance, if the second hand has none of the suit led, and does not trump it, you (third hand) should not finesse a major tenace. This often occurs in the second or third round of a suit; also, if your partner (third player) has won a trick very cheaply, and the suit is returned, it is rarely of any use to finesse if you have the winning card.

In some few positions, however, it is necessary to finesse, even if the second player holds nothing. Thus, your partner leads a Knave, and the second hand renounces; if you (third player) hold King, it is useless to cover, as Ace, Queen in the fourth hand must make. Again, you have King and two small trumps; your partner leads a small one; the second hand renounces; if you want one trick to win or save the game (17), you (third player) play a small trump when the fourth player will be obliged to lead up to your King guarded.

e. The state of the game and of the score will often direct as to a finesse late in a hand (17). Thus, if you hold a winning card, and want one trick to save or win the game, of course you should not run any risk. A finesse against even one card is generally wrong if by playing otherwise you prevent the adversary from scoring eight or ten A finesse is almost always bad, if by not finessing, you insure the odd trick, as that makes a difference of two to the score. In the opposite case, of course, a finesse is generally right (sometimes even against more than one card), if its success gives you the odd trick, or puts you into the score of eight or ten. (17).

The considerations as to finessing, and the course of play generally that come in as the hand proceeds, are so complicated, and depend so much on inferences from previous play, and on the state of the score, that one can scarcely do more than to state a few broad rules and to add some examples. (*Vide* 17.)

THE FOURTH HAND.

The fourth player having, with a few exceptions, merely to win the trick, if against him, his play involves no further development of general principles.

The exceptional cases, where the fourth hand should not win the trick though he can, or should win his partner's trick in order to get the lead, depends so much on the previous fall of the cards, that they can only be determined by the judgment of the player.

THE COMMAND OF SUITS.

In the foregoing chapters it has often been incidentally stated that you should

9. KEEP THE COMMAND OF YOUR ADVERSARY'S SUIT; AND

10. GET RID OF THE COMMAND OF YOUR PARTNER'S SUIT.

a. The reasons will be obvious to those who are familiar with the principles in the previous pages; in the first case (9), you obstruct the adversaries' suits and prevent their establishing them; in the second case (10), you assist in clearing the suit for your partner.

Thus, with Ace and Queen only of a suit led by your partner, if you win with the Queen, play out the Ace at once; but if the suit is led by your adversary, keep the Ace in your hand. Unsound players often play out the winning card of the opponent's suit in hopes of trumping the next round. This is just what the adversaries want; for the lead of the Ace gives them valuable assistance towards bringing in their suit when trumps are out.

b. In order to get rid, at the proper moment, of the command of suits in which your partner has strength, you need to pay exact attention to the cards previously played, and often to argue ingeniously from them. For example:—1. From Ace, Queen, and two small cards, you lead the smallest; the second hand renounces; your partner plays the Nine; the fourth hand wins with the King, which shows that he has neither Ten nor Knave. If the fourth hand returns the suit, you (then second player) should play the Queen and not the small one, for your partner must have, at least, Ten and Knave, and if he originally had five of the suit, you get out of his way. 2. Your hand contains four cards—viz., Ace and one small Spade (Spades not having been led), and two losing Diamonds; your partner has nothing but Spades, of which he leads the King. If you pass it, you cannot make more than two tricks, for the winning Diamonds are against you in one hand; but if you win your partner's King and return the small one, you retain the certainty of two tricks, and get a chance of making three or four.

c. You help your partner to get rid of the command of your suit by leading the lowest of a sequence, notwithstanding that it heads your suit, when you want him to win your card if he can. For this reason you lead Ten from King, Queen, Knave, Ten. Again, suppose you are left with Knave, Ten, and others of a suit, of which your partner can only have King and another (Ace and Queen being out), though it is uncertain whether he does hold the King. You would cause him to get rid of the King by leading the Ten; whereas, if you led the Knave, he probably would not part with the King.

d. Experienced players frequently endeavor to obtain the entire com-

mand (*vide* Technical Terms) of their suit by *underplaying*. Underplay is keeping up the winning card, generally in the second round of a suit, as by leading a low card, though holding the best.

Thus, suppose a small trump is led, and you (fourth player) hold Ace, Knave, and three small ones, and you win with one of the small ones. If you return a small trump, you will very likely cause your left-hand adversary to believe that your partner has the Ace; consequently, if your left-hand adversary has the King, he may not put it on; your partner will win the second round with the Queen, or perhaps with a still smaller card, and you will retain the command of the trump suit.

Underplay is an extempore stratagem depending on observation of the previous fall of the cards, and, therefore, best capable of explanation by examples. Here is a somewhat complicated one; W finds his partner strong in trumps (13—16), leads the seven. The King is put on by X (second hand), which Y (third hand) wins, holding Ace, Queen, Ten, Nine, Eight. It is evident to Y that W's Seven was his highest trump, as the only higher one in against X is the Knave, and W would never lead the Seven from Knave, Seven (3). The King having been put on second hand, Y concludes that X in all probability holds at most one small trump more. The Knave is, to a moral certainty, in Z's hand. Y, by leading the Eight in the second round, will probably win the trick, and unless Z had four trumps originally, will catch the Knave with the Queen in the third round.

Players should be on their guard against this manœuvre, particularly when second hand in the second round of a suit they hold the second-best card guarded, and the adversary has been playing a strong game (as by leading trumps), and is left with the long trump, or is certain to be able to obtain the lead again. Then it is often right for the second hand to stick on a singly-guarded second-best card, especially if that is the only chance of making it. Thus, in the case stated in the previous paragraph, X's only chance of making the Knave, if singly guarded, is to put it on second hand. For if the Queen with small ones is in W's hand, W is sure to finesse on the return of the suit by his partner. Again, take this case: W leads the Six of Diamonds, X, with Knave, Ten, and a small one, puts on the Ten (6, *b*), Y plays the King, and Z wins it with the Ace. Presently W obtains the lead again, and leads the Eight of Diamonds. W, having led the lowest of his suit in the first round, may be inferred to have led from a strong suit (1, *e*), headed in this case by the Queen, and is underplaying with, probably, Queen and Nine in his hand. X should observe this, and in the second round should win the Eight with the Knave.

Refusing to play the winning card in the first and second rounds of a suit, commonly called holding up, is in fact a species of underplay. For example:—1. Trumps are led; the third player wins with the Ace, and returns the suit through your hand. If you are left with King and one small one, you should play the small one, unless the circumstances of the hand are such that you deem it advantageous to stop the trump lead. The original trump leader, not knowing but that the King is in your

partner's hand, will probably finesse, and your partner thus has a chance of making the third best trump, even though unguarded. If your partner has neither second nor third-best trump, no harm is done, as you can then only make one trick, however you play. 2. Again, ten tricks are played out, and each player is left with three cards of a suit not opened. If the second player puts on the Queen (from which it may be inferred that he holds the King also), the third hand should not cover with the Ace. For by winning the trick, he must lead up to King guarded; but by passing it, he leaves the lead with the second player, and takes the best chance of making two tricks. 3. One more example will suffice: W has the last trump, and Ace and four small cards of a suit not led. The adversary now leads the King and follows with the Queen of that suit. W should pass them both; by so doing he will probably make three tricks in the suit.

DISCARDING.

When you cannot follow suit, you should

II. DISCARD FROM YOUR WEAKEST SUIT.

a. You weaken a suit by discarding from it, and lessen the number of long cards you might otherwise establish; but you do no harm by weakening suits in which you are already weak. You, at the same time, afford information to your partner, *original discard* meaning *weakest suit*, just as original lead means strongest suit.

b. You may sometimes be forced to discard from a strong suit. Though this may seriously deceive your partner, it is often better than unguarding an honor. The rule may be broadly stated as follows: If you or your partner have strength in trumps, and especially sufficient strength to lead them, fearlessly unguard an honor. Your partner is thus informed of your strong suit (it being of course the one from which you have not discarded), and leads it to you accordingly when the trumps are exhausted. But with weak trumps you should keep guards to high cards and throw away rather from a long suit, or from your best protected suit. For, being weak in trumps, you are not in a position to expect to bring in your suit. You must play a defensive game and protect such cards as are likely at a late period of the hand to obstruct the adversaries. Under such circumstances it is often wrong to discard a single card, for, if it is your adversary's suit, it exposes your weakness in the first round, and enables the adversary to finesse against you, and to cut up your partner; and if it is your partner's suit, it prevents your giving it to him when you get the lead.

In order to distinguish between natural and forced discards, you should take into consideration the aspect of the game at the time of the discard. If the person discarding has been playing a strong game (*e. g.*, refusing to be forced, 14, or leading trumps, 13), you may conclude that the discard was from a weak suit; on the other hand, the discard of a p

who has not shown strength may very probably be intended to conceal weakness or to guard it.

When your left-hand adversary will have the lead next round, you may possibly induce him to lead up to you if you discard from a suit in which you hold a tenace. You must be on your guard against this ruse, and not necessarily lead up to the discard of your right-hand opponent.

c. The same principle applies to trumping as to discarding. The weaker you are in trumps the better it is for you to make a little one by trumping, as will be further explained at 14.

THE CONVERSATION OF THE GAME.

12. AFFORD INFORMATION BY YOUR PLAY.

a. It has several times been assumed in the preceding pages that you should convey information by your play. The question naturally arises, how is it that a player gains any advantage by publishing information to the table? It is often argued, and with much show of reason, that as almost every revelation concerning your hand must be given to the whole table, and that as you have two adversaries and only one partner, you publish information at a disadvantage. No doubt this argument would have considerable force if you were compelled to expose the whole of your hand. But you possess the power, to a great extent, of selecting what facts shall be announced and what concealed.

Experienced players are unanimous in admitting that it is an advantage to inform your partner of strength in your own suits, though some advise concealment of strength in suits in which the adversaries have shown strength, Thus with Ace, King, second hand, the usual play is to put on the King. The third hand does not win the King, and hence the leader is able to infer that the Ace of his strong suit (1) is against him. But if you put on the Ace second hand you prevent the leader from discovering where the King of his suit lies. It is, however, found that two honors in the adversary's suit constitute sufficient strength to make it advantageous in the long run to proclaim your force; while with less strength it is not easy to mystify the opponents prejudicially; so that on the whole it seldom happens that a balance of gain results from the adoption of deceptive play.

It is in most cases unquestionably disadvantageous to you that the whole table should be aware of your being very weak in a particular suit, and, consequently, information of weakness should be withheld as long as possible. If you are led up to fourth hand in such a suit, or if your partner opens the suit with a small card, of course the disclosure is incvitable: but until one of these events happens your poverty can generally be kept out of sight. It may happen that you are occasionally forced to lead a weak suit yourself: and in this event the least disadvantage is to tell the truth at once, by first leading the highest of it (3). Your partner apprised of the state of your hand by the fall of your smaller card in the subsequent round will probably deem it prudent to

strive by defensive tactics to avert total defeat in that suit, rather than to contend single handed against the combined strength of the opponents. Indeed at critical points of the game, when you have exhibited weakness in one or more suits, your partner would frequently be justified in playing dark. He is driven to rely solely on himself, and he is entitled to adopt every artifice his ingenuity can suggest in order to perplex the other side. The consideration that he may mislead you will no longer influence him if he knows you to be powerless for good or for evil.

You inform your partner by following the recognized practice of the game, as by leading from your strong suit originally, by leading the highest of a sequence, by following suit with the lowest of a sequence, and so forth. If you adhere to this you will soon acquire a reputation for playing a straightforward intelligible game; and this character alone will counterbalance the disadvantage which will sometimes attach to the fact that you have enabled the adversaries to read your hand. If your partner knows that you play at random and without method, he will be in a state of constant uncertainty; and you almost preclude him from executing any of the finer strokes of play, the opportunities for which generally arise from being able to infer with confidence the position of particular cards. The extreme case of two skilled players against two unskilled ones amounts almost to this, that towards the close of a hand the former have the same advantage as though they had seen each others cards, while the latter have not.

It follows that when you are unfortunately tied to an untaught partner, especially if at the same time you are pitted against observant adversaries, you should expose your hand as little as possible, particularly in respect of minor details.

It will become apparent, on consideration, that the question of the advisability of affording information is more or less intimately connected with every card that is played. It is, therefore, of extreme importance to ascertain whether the practice is advantageous or the reverse. The arguments just adduced are doubtless in favor of the practice of affording information by the play; but it must be admitted that by far the strongest authority for it is, that experienced players, by their settled opinions, reject the opposite course.

The instructed player frequently selects one card in preference to another with the *sole* object of affording information. When the principle is carried thus far, the play becomes purely conventional. For example: you naturally win a trick as cheaply as possible; if, fourth hand, you could win with a Ten you would not waste an Ace. But suppose you held Knave and Ten, which card should then be played? The Knave and Ten in one hand are of equal value, and therefore to win with the Knave would be no unnecessary sacrifice of strength. Nevertheless, you extend to such cases the rule of winning as cheaply as possible, and you play the Ten for the mere purpose of conveying information. This is a simple instance of a pure convention. Though a convention, it is in accordance with and is suggested by principle (7). Indeed all the established conventions of the game are so chosen as to

harmonize with play that would naturally be adopted independently of convention. The aggregation of the recognized rules of play, including the established conventions, constitute what in practice is called the conversation of the game of whist.

It must not be overlooked that unsound players often deceive unintentionally, and all players sometimes with intention. It is therefore necessary to be on your guard against drawing inferences too rigidly.

b. There are some ways of conveying information which have not been explained. One is to keep the turn-up card in hand as long as possible; thus, having turned up the Five and holding the Six, trump with the Six in preference. An exception to this rule is when you are weak in trumps, and the adversaries have shown strength in them, because then, if the adversaries know you have the turn-up card in your hand, they will draw it, whereas if you play it they may be uncertain as to your holding another. By leading the lowest of a head sequence of winning trumps you convey information; thus, with Ace, King, Queen, Knave, lead Knave and Queen, and when they win, your partner will see that you have four by honors; but did you lead out King and Queen, as in plain suits, he could tell nothing about the Knave. So also, if all the honors are out, and you lead, *e. g.*, from Ten, Nine, lead the Nine. You may pursue the same method in plain suits when your partner has no more trumps, and with any head sequence when you want him to win it (10, *c*), or are sure he cannot, and also when the fourth hand has already renounced (*vide* Technical Terms) in the suit led. For instance, you have Queen, Knave, Ten, and a small trump, and your partner turns up the Nine; you lead the small one, and your partner's Nine forces the King. It is now clear that your partner has not the Ace, as he would never finesse Ace, Nine. If you next lead the Ten, it forces the Ace, and your partner is informed that you hold Queen and Knave.

If you have the complete command of a suit, you can publish the fact by discarding the highest of it—the presumption being that you would never throw away a winning card with a losing one in your hand. If you discard a second-best card, you ought to have no more of the suit, for with the best also you would discard that, and with a smaller one you would discard that. By winning with the highest, and returning the lowest of a sequence (more especially fourth hand), you show that you have the intermediate cards. Thus, with Ace, King, Queen, fourth hand, if you desire to continue the suit, you would win with the Ace and return the Queen.

13. TRUMPS.

a. The management of trumps is perhaps the most difficult, certainly the most important, of all points at whist. Before discussing the special uses of trumps, we may observe that in some few hands trumps are led like plain suits, because they are your strongest suit, and you prefer leading them to opening a weak suit. The principles already discussed, which guide us to the most favorable chances for making tricks in a

suit, apply to trumps equally with other suits. The privilege, however, enjoyed by the trump suit of winning every other, causes some modifications of detail (noticed at p. 32, and at p. 33). For since the winning trumps *must* make tricks, you play a more backward game in the trump suit. Thus, with Ace, King, and small trumps, you lead a small one, by which you obtain an increased chance of making tricks in the suit (1, *e*), and you keep the command of it, and must have the lead after the third round, the advantage of which will be presently explained. Even if your partner is so weak in trumps that the opponent wins the first trick very cheaply, but little if any harm accrues; for the opponent then has to open a suit up to you or your partner.

In the great majority of hands, trumps are applied to their special uses, viz.: 1. To disarm the opponents, and to prevent their trumping your winning cards; and 2. To trump the winning cards of the adversaries. In order to comprehend when trumps may be most profitably applied to the first, and when to the second of these uses, we must first clearly perceive the objects aimed at throughout the hand. The scheme of all sound players, then, is this: to establish a suit, to exhaust the adversaries' trumps, and to retain the long trump or a certain winning card with which to get the lead again, for the purpose of bringing in the suit; they also endeavor to obstruct similar designs of the opponents. It follows that you should

b. LEAD TRUMPS WHEN VERY STRONG IN THEM.

It cannot be too strongly impressed that *the primary use of strength in trumps is to draw the adversaries' trumps for the bringing in of your own or your partner's long suit.* With great strength in trumps (five or more), you may proceed at once to disarm the opponents, and lead trumps without waiting to establish a suit. For, with five trumps or more, the chance of your succeeding in drawing the other trumps, and of being left with the long trumps (*vide* Technical Terms) is so considerable that you may then almost always lead trumps, whatever your other cards.

c. This point is much misunderstood even by pretty good players. It is often said, "Strength in trumps is no reason for leading them, unless you have a good suit as well." If both you and your partner are devoid of good cards, you cannot make tricks; but should your partner hold one good suit out of the three, you will very likely bring it in for him by leading from strength in trumps. For, even if you have a poor hand out of trumps, you will discover in the course of play (*i. e.*, by the suits led or discarded by the other players) what your partner's suit is, and will be able to lead it to him each time you get the lead with your long trumps. Besides, if your hand is weak out of trumps, you are placed in the disadvantageous position of leading from a weak suit unless you lead trumps. It is the opinion of the author, that with the original lead and five trumps, you should almost always lead one; with six, invariably. Even with six small trumps, and six small cards of

another suit, the chances are, in his judgment, in favor of the trump lead, though some players deny this.

d. You should not be deterred from leading trumps because an honor is turned up to your right, nor necessarily lead them because the same happens to your left; either is proper if the circumstances of the hand require it, but neither otherwise. To illustrate this proposition, take this hand: Ace, Queen, and three small Spades (trumps), three small Hearts, three small Clubs, and two small Diamonds. The King of Spades is turned up fourth hand. The best lead is disputed; but the author has no hesitation in advising the lead of the smallest trump, notwithstanding that there is a certain finesse over the King. A little consideration will render this apparent. By leading the trump suit originally, you obtain the advantages just enumerated (13, *c*), and make the dealer open a suit up to your partner. Your partner, as soon as he gets the lead, will return the trump (13, *g*), and you thus obtain the command of trumps whether the King was forced out in the first round or not.

e. Bearing in mind the severe consequences of leaving the adversary with the long trump (13, *a*), you must be cautious in leading trumps if with less than five; four trumps and a moderate hand not justifying a trump lead. You should, instead, lead originally your strong plain suit, and if you establish it, and the adversaries do not meantime show any great strength, you may then, with four trumps, mostly venture a trump lead. With strength in trumps you may generally finesse more freely in the second and third rounds of trumps than you would in plain suits. In plain suits an unsuccessful finesse may result in the best being afterwards trumped, which cannot happen in trumps. Moreover, by finessing, you keep the winning trump, and so obtain the lead after the third round. This is especially important when you have a suit established and but four trumps. Here you should generally not merely finesse in the second round, but hold up the winning trump, and sometimes at this juncture refuse to part with it even if the trump lead comes from the adversary.

An example will render this more clear. The leader (W) has Ace, and three small trumps, a strong suit, headed by Ace, King, Queen, and a probable trick, say King and another, in a third suit. W should, in the writer's judgment, lead a trump. If Y (W's partner) wins the first trick in trumps, and returns it, W should not part with his Ace. When W or Y obtain the lead again they play a third round of trumps, which, being won by the Ace, enables W to get the first force (*vide* Technical Terms), and to bring in the suit which he commands. Nothing short of five trumps in one hand against him can prevent this. You must be prepared for similar tactics on the part of the adversaries, and not conclude that they have not the best trump because they suffer you to win the first or second round.

With a well protected hand containing four trumps, two being honors, a trump may be led originally. For here the chance of gaining by the trump lead may be taken as greater than the chance of losing. Thus,

with Queen, Knave, and two small trumps, a four suit with an honor, say for example, Knave, Ten, Nine, and a small one, King guarded in the third suit, and Queen guarded in the fourth, a small trump if it finds partner with an honor is by no means unlikely to win two tricks. If partner turns out very weak in trumps the leader must alter his plan, and instead of continuing the trump lead play to make three, five or seven tricks according to the fall of the cards in plain suits.

f. Trump leads, without strength in trumps, can only be right in consequence of some special circumstance in the state of the game, or of the score (17 and 18).

For instance, great commanding strength in all the plain suits may call for a trump lead; or it may be necessitated to stop a cross ruff, present or contingent, in which case it is generally advisable to take out two rounds if possible; so with the winning trump you play it out, whatever your others are. Again, if you have a wretched hand, and you are love to seven or eight, you assume that the game is lost, unless your partner is very strong; and if he *is* very strong, the trump is the best lead for him. This doctrine is frequently carried to excess, as, by concealing your weakness, you often stand a better chance of saving a point, if not the game, than by at once exposing it. If, therefore, you have one four suit, headed by an honor, you would generally do better to choose that.

g. The trump lead is so much more important than any other that you should almost always return your partner's lead of trumps *immediately*, especially if he is a sound player, except he has led from weakness (13, *f*), when you are not bound to return it unless it suits your hand.

h. If you find one of the adversaries without a trump, you should mostly proceed to establish your long suit, and abstain from drawing two trumps for one; to say nothing of the probability that the adversary who has not renounced is unusually strong in trumps. Besides, when he has the lead, he will very likely lead trumps in order to draw two for one; and it is more advantageous to you that the lead should come from him. On the other hand, if your partner has no trump, it is often right to endeavor to weaken the adversaries by continuing even their trump lead.

i. It is a common artifice, if you wish a trump to be led, to drop a high card to the adversary's lead, to induce him to believe that you will trump it next round, whereupon the leader will very likely change the suit, and perhaps lead trumps. Thus, if he leads King (from Ace, King, and others), and you hold Queen and one other, it is evident that you cannot make the Queen. If you throw the Queen to his King, he may lead a trump to prevent your trumping his Ace; but if he goes on with the suit, and you drop your small card, it may fairly be inferred that you have been endeavoring to get him to lead a trump. Your partner should now take the hint, and, if he gets the lead, lead trumps; for, if you want them led, it is of little consequence from whom the lead comes. By a logical extension of this system to lower cards it is understood that, whenever you throw away an *unnecessarily* high card, it is a sign

(after the smaller card drops) that you want trumps led. This is a recognized signal, and is called *asking for trumps*.

It is not always necessary to wait the completion of the signal. Thus, if your partner does not trump (14, *a*), but discards, say, an honor in another suit, it is clear that his hand must consist mainly of trumps and of the fourth suit, with considerable strength in each. The higher his discard the more certainly is this so. In such cases, your best game is to lead trumps to him, to clear them, that he may bring in his strong suit. If, then, he wants trumps led, he would naturally discard the highest card he could spare, and when he afterwards plays a lower, it is clear that he has been asking you for trumps.

When your partner asks for trumps, and you have four or more, lead the smallest, unless you have three honors, or Queen, Knave, Ten; if you have only two or three trumps, lead from the highest downwards, whatever they are.

Before answering the signal, be sure that the higher card, previously dropped, is *unnecessarily* high. For instance, a higher card is often played before a lower, to show that you command the suit (12, *b*), or that you hold the intermediate cards (12, *b*), or to get out of your partner's way (10, *b*). It is very important to distinguish between covering second-hand and discarding an unnecessarily high card. For example, with Knave, Ten, and one other (say the Three), it is usual to play the Ten second hand on a small card. When your Three comes down in the next round, it is not a signal for trumps, unless your partner can infer that you do not hold the Knave. Moderate players, who know of the signal, never consider this; so with them the choice of the least evil is generally not to cover, for you otherwise run the terrible risk of having a strengthening trump led to you with a weak hand. To ask for trumps, second hand, with Knave, Ten, and one other, you must play the Knave.

The use of strength in trumps being to disarm the opponents, it follows that you should as much as possible husband your strength for that purpose. Therefore when second player,

14. DO NOT TRUMP A DOUBTFUL CARD IF STRONG IN TRUMPS.

a. By a doubtful card is meant a card of a suit of which your partner *may* have the best.

Moderate players seldom comprehend that whether they should trump or refuse to trump a doubtful card depends almost entirely on their own strength in trumps. They generally pass doubtful cards to give their partner a chance, instead of taking the more advantageous chance of making what tricks they can when weak in trumps. It has already been mentioned that it is an advantage to trump when you are weak, for you thus make a little trump, which is not available for the other uses of trumps, and which, if not used for trumping, will presently be drawn by the strong hand. It is conversely a disadvantage to trump a doubtful card when you are strong in trumps, for by trumping you weaken your

numerical power, and diminish the probability of your bringing in a suit. If, instead of trumping, you throw away a losing card, you inform your partner that you have strength in trumps (either four, at least, or one or two honors guarded), and also, by your discard, what your strong suit is (11); and if your partner has any strength in the suit led, you put him in a favorable position.

b. If you refuse to overtrump, or to trump a certain winning card, your partner should conclude either that you have no trump, or more probably four trumps and a powerful hand besides. He should presume you are reserving your trumps to bring in a suit, and should assist you by leading trumps as soon as he can. A refusal to be thus forced is seldom requisite if you have more than four trumps; with six you are mostly strong enough to trump and to lead trumps; with five you may do the same, if your suit is established; but if not, it is generally best to take the force, and to lead your suit.

The situations in which it is most necessary to refuse to overtrump your right-hand adversary, or to refuse to trump a winning card, occur when you have four trumps and a very strong suit, or a suit established early in a hand. For then, by trumping, you prejudice your chance of bringing in the suit in order to secure one trick. By refusing to part with a trump in these cases you obtain the advantages enumerated at 14, *a*, at the time when they are most likely to become of service; and, where you refuse to overtrump, your adversary is left with one trump less, by which your hand is strengthened.

Many young players run into the extreme of always refusing to be forced by a winning card when they are strong in trumps. The situations, however, just indicated, are almost the only ones in which it answers to hold up; and these even are liable to several exceptions. For instance:—1. You should not persist in refusing to be forced if you find that the adversary has the entire command of his suit. 2. You should not refuse if your partner evidently intends to force you (16, *a*); and, 3. You should not refuse to overtrump if you have reason to conclude that your left-hand adversary is strong in trumps.

With an unsound partner it is useless to refuse to trump; he will not understand it, but will continue to force you. With such, the best course is rather to make tricks when you can than to play for a great game.

From what has just been said, it is evidently an advantage to

15. FORCE A STRONG TRUMP HAND OF THE ADVERSARY.

a. For you thereby take the best chance of preventing his making use of his trumps for bringing in a suit. If he refuses to take a force, keep on giving it to him.

For instance, if he passes your King (led from King, Queen, &c.), and the King wins, continue the suit, and so on. Weak players never understand this; they do not like to see their winning cards trumped, and therefore frequently lead trumps when an adversary refuses to be forced.

b. It now hardly requires to be stated that it is bad play intentionally to force a weak adversary, and still worse to lead a suit to which both adversaries renounce, as the weak will trump and the strong get rid of a losing card.

If you have numerical strength in trumps you are justified in forcing your partner, relying on your own strength to disarm the opponents. But

16. DO NOT FORCE YOUR PARTNER IF YOU ARE WEAK IN TRUMPS.

a. For you thus weaken him; and so leave it in the power of the antagonist to draw all the trumps, and bring in their suit. If, then, a good partner refrains from forcing you, you may be sure he is weak; on the other hand, if he evidently *intends* to force you (as by leading a losing card of a suit he knows you must trump), you may assume that he is strong in trumps, and you should take the force willingly, even though you do not want to be forced, depending on his strength to exhaust the adversaries' trumps.

You may, however, though weak, force your partner under these circumstances:—1. When he has already shown a desire to be forced, or weakness in trumps, as by trumping a doubtful card, or by refraining from forcing you. 2. When you have a cross-ruff, which secures several tricks at once, and is therefore often more advantageous than trying to establish a suit. 3. Sometimes when you are playing a close game, as for the odd trick, and often when one trick saves or wins the game or a point; and 4. Sometimes when great strength in trumps has been declared against you.

b. If your partner leads a thirteenth card, or a card of a suit in which he knows that both you and the fourth player renounce, your play must depend on your partner's strength in trumps. If he is strong, he wants you to put on your best trump, either to make the trumps separately, or to force out one or two high ones, to leave himself with the command. If he is weak in trumps, he wants you to pass the card, that the fourth player may obtain the lead, and lead up to your hand. You may conclude that your partner is strong if he plays to force you with a thirteenth card, when trumps have never been led; but if a number of trumps are out no general rule can be given. You must judge of your partner's intention by the score and the previous fall of the cards.

PLAYING TO THE BOARD.

17. PLAY TO THE SCORE; AND

18. WATCH THE FALL OF THE CARDS AND DRAW YOUR INFERENCES AT THE TIME.

These two all-important principles have already been mentioned as causing differences in the play.

To explain what is meant by playing to the score, put yourself in

this situation. Four trumps remain in, the adversaries have the two best trumps, it being uncertain whether they are in one hand or divided; you have the two losing trumps, two forcing cards, and the lead; you can only play correctly by referring to the score. Thus, if the adversary is at nine, and you have won five, or even six tricks, your game would be to secure two tricks by forcing; for if you play a trump and the two against you are in the same hand, you lose the game. But suppose you are at the point of seven and the adversaries are not at nine, and you have won six tricks, your game would be to risk the trump; for if you bring down the other trumps you win the game; but by playing to force you make certain of scoring only nine. By applying this mode of reasoning you will often be directed as to a finesse late in a hand.

For simple examples of drawing inferences at the time of the fall of the cards take the following:—1. You lead a small card from Ace, Knave, &c.; your partner wins with the Queen; you should *immediately* (*i. e.*, before another card is led) infer that the King cannot be with your right-hand adversary. Hence, on the return of the suit, you would not finesse the Knave. 2. You are second player, and a suit is led in which you have King, Ten, and one small one. You play the small one. The third hand plays the Queen, which is won with the Ace. You should *at once* infer that the third hand cannot have the Knave (7), and that you may safely finesse the Ten next round.

You will greatly assist your memory by systematically recording inferences in the above manner. In addition to this you should apply your knowledge of the principles to noting important points, not attempting too much at first. Begin by counting the trumps as they fall, and notice, at all events, the honors, and remember the turn-up card. By degrees you will find yourself able to recollect the Ten and Nine, and then the smaller trumps. Next attend to the suit led originally by each player, and watch in the second round whether the lead was from strength (1) or weakness (3). Try also to remember the fall of the cards in your own strong suit, that you may know when it is established. Beyond this, experience will enable you to judge what to retain and what to reject in each hand; so that, with practice, you will acquire what may be termed a *whist memory*, which will enable you, without any great effort, to recollect the principal features of every hand.

If the foregoing principles are reflectively perused it will be seen that they mould the theory of whist into a harmonious whole. The theory of whist tells you how to play your own hand to the greatest advantage, how to assist your partner, and how to weaken and to obstruct your opponents: in short, it teaches how to take the best chance of making the greatest number of tricks. This knowledge constitutes a *sound* player. If to theoretical perfection you add the power of accurate observation, and of acute perception, together with a thorough comprehension of the whist capacities of partners and of opponents, you have all the elements necessary to form a master of the science.

INFERENCES.

It may not perhaps, be considered superfluous to close this treatise with a synopsis of the inferences to be drawn from the fall of certain cards, for although they have been pointed out in the progress of our maxims, still by being brought together, and submitted, thus detached, to observation, they will become more strongly impressed on the memory.

1st. If fourth hand wins with a high card, and then plays one of less value, with which he could have won the trick, he holds the intermediate cards. *Example:* If he puts the Ace on the Nine, and leads the Knave, the King and Queen are also in his hand.

2d. If the leader plays King and stops, he also holds Ace and Knave.

3d. A player refusing to trump a winning card, indicates his wish to have trumps led.

4th. Throwing a high card and then a low one, expresses the same wish. For example: if to a winning card your partner drops the Three, and afterwards the Two, or drops first Eight and then the Seven, it is a signal he desires you to lead trumps. This signal is call the Blue Peter.

5th. Trumping second hand early in the game, indicates great weakness.

6th. When your partner forces you, conclude that he holds at least four trumps.

7th. If a high card is led, Ace excepted, the next best is in the same hand. Your own cards will correct inaccuracy in this inference.

8th. Leading a high card followed by a low one, indicates weakness and a desire to ruff.

9th. Should the Ace fall from the second hand in the first round of a suit, it is fair to conclude that he is either very strong in it, or has only the one card.

10th. Should there be a renounce in which a Court card is thrown away, it indicates that the holder of it has a high sequence in the suit, or perhaps no other, or wishes a trump played.

11th. When you have played all your trumps, avoid playing a suit from which your partner threw away, when he could no longer follow your trump lead. He is weak in that suit. If he has thrown away more than one suit, play that from which he threw away last.

12th. When there is no call at the point of eight, and you do not hold an honor yourself, the chances are your partner has two. You may model your game by that presumption.

13th. The call at eight is a hint to your partner to play trumps.

CALCULATION OF CHANCES.

It is about five to four that your partner holds one card out of any two.

Five to two that he holds one card out of any three.

Two to one that he does not hold a certain named card.

Three to one that he does not hold two out of three named cards in a suit.

Three to two that he does not hold two cards out of any four named.

Five to one that your partner holds one winning card.

Four to one that he holds two.

Three to one that he holds three.

Three to two that he holds four.

Four to six that he holds five.

At any part of the game, except at the points of eight and nine, the odds are in proportion to the number of points required to make the ten required. Thus, if A wants four and B six of the game, the odds are six to four in favor of A. If A wants three and B five, the odds are seven to five on A winning the game.

At the commencement of the game it is about one twentieth per cent. in favor of the dealer.

The odds against the dealer counting two for honors (that is, three honors in hand) are about nearly four to one.

Against the dealer and his partner holding the four honors, the odds are at least six to one. Against the non-dealers holding the four honors, the odds are about twenty to one, because it is only fifty-two to sixteen, or a little more than nine to one that an honor is turned up.

Against honors being divided, the odds are about three to two against either side, though the dealers have certainly the best chance.

Honors counting at eight points and not at nine, the odds are slightly in favor of the players at eight. It is usual for the players at eight points, with the deal, to bet six to five on the game. It is about an even bet, if honors are not claimed at eight points, that the dealers win.

It is fifty to one against the dealer holding seven trumps, neither more nor less.

Fifteen to one against his holding six trumps.

Eight to one against his holding exactly five.

Three to two against his holding exactly four.

Five to two in favor of his holding three or more trumps.

Eleven to two in favor of his holding two or more trumps.

Thirty to one against his holding only the one trump turned up.

SHORT WHIST.

This game is much in vogue, owing to its brevity, and the little scope it allows for stratagem, manœuvre, and the usual plans which constitute the chief charm and beauty of the old legitimate game, to which it is very inferior, in so far as it narrows the field for enterprise and tactics so highly prized in the old game. It is played in the same manner, but its chief merit consists in dispatch, being often decided by playing two hands.

The following are the Rules adopted in the most fashionable circles, as applicable in particular to this game. Its principal attraction lies in the quick return of the stakes.

The laws and penalties are the same as those of the regular game of Whist, with the following exceptions:—

1. *Five* points constitute the game; and from this circumstance arises the name—Short Whist.

2. *Honors* are never called, but always counted, except at the point of four, which corresponds with the point of Nine in the old game; and, in like manner, tricks take precedence of honors.

3. *Points of the game*, eight of which may be gained in one game, viz., a single, a double, or a triple—reckoned thus:—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three, or four.

4. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

5. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

[Thus two triples and the rubber make eight points—a rubber of eight. When either of the parties mark a double and a single, it is a rubber of five, viz.: a single, a double, and the rubber; the rubber always counting two points.]

6. *A rubber* is the best of three, or two out of three games, and may be a rubber of 3, 4, 5, 6, 7, or 8. Each party counting one, and then either gaining a single, is *two* for the rubber, and *one* for the single—a rubber of *three*; each gaining a double, and afterwards either gaining a double—a rubber of *four*; each party first gaining a single or double, and then either party a triple—a rubber of *five*, and so on: even eleven points may be scored on the cards, thus: four honors and seven tricks; but although the game may be up by honors, if a bet is on the trick, the tricks must be played for. Never lose a trick to save the game, when a bye bet is on the trick; in other cases it is prudent to do so.

PLAYING THE GAME.

The best mode is to avoid finessing, which, if not successful, will in all probability be the means of losing the game. Playing a straightforward game is preferable, making the most of the cards, without calculating chances as at the old game. Never lose a trick in the hope of making two afterwards. Leave nothing to chance, but boldly make tricks as long as the cards in hand will allow. It is equally advantageous to lead up to, as through, an Ace turned up; not so to a King, Queen, or Knave.

The odd trick, in general, is in favor of the leader; but in this, as in every other score, the dealer, as last player, has a decided advantage.

A trick or two may occasionally with advantage be given away to make sure of the game: this is termed underplay, and of course is never practiced when there are bets on *every* odd trick; nevertheless, it is in most cases a successful manœuvre, and consists in keeping back the best card and playing a small one, *thus:* the fourth hand having Ace, King, and low cards, if his left-hand adversary lead, he wins the Ace and returns a small one; his partner wins the third-best card, unless the *second* and *third* are both against him. If you lead from King, and your right-hand adversary win with Ten or Knave, and return your lead, then your chance to make your King is to put him in; but this play is seldom resorted to except in trumps, or in other suits when strong in trumps.

Tenace and *Finesse* should be well understood at this game. Tenace consists in having the cards in such a *position* as to gain the most tricks, and may be of any denomination, as Ace-Queen against King-Knave, or Seven-Five against Six-Four. Tenace is kept with less difficulty against the right-hand adversary than against the left; to maintain it against the latter requires great skill.

Finesse consists in the *gaining* of that position, and may be successful with *low* cards as well as with high (the honors being played out), but should never be resorted to in situations where losing the tenace may lose the game also. The state of the score is the sole criterion by which to judge of the propriety or impropriety of a finesse.

The first object is to win the game; if this be not attainable, the second object should be to save it; therefore inform your partner how you stand in trumps, *thus:* if fourth player, win with the highest of a sequence, and lead the lowest. Playing a best card to your partner's winning card shows that the strongest of that suit are behind. Win the adversary's lead with the highest of a sequence; this keeps them in the dark as to where the others are. Be as careful of what cards you throw away, as of those that you lead. Never lead a card without a reason; it is better even to have a bad reason than none.

The odds differ very materially: it is full six to five in favor of the dealer in Short, while it is only twenty-one to twenty in Long Whist.

DUMBY, OR THREE-HANDED WHIST.

THIS game is precisely the same as Long Whist, only that one player takes two hands, one of which he holds in the usual manner, and the other he spreads open on the table.

The lowest cut takes Dumby for partner, with the choice of seats and deal. The laws are the same as at the parent game, with this exception, that Dumby cannot revoke: since fraud cannot lie with the complicity of the adversaries. For the same reason, Dumby's partner may expose

one or more of his own cards without penalty. Dumby is not exempt from the penalty of misleading, because a mislead is often of vital import, and if no penalty attached thereto, the experiment would be continually attempted.

The whole policy of the assailants' game consists in leading through Dumby's strong suits, and up to the weak; the return of partner's lead being, in most cases, a secondary consideration.

This game eminently displays the rationale of some of the most important maxims at whist; for example:

The expediency of leading a strengthening card to partner.

The benefit of pursuing an old suit in preference to a fresh weak one.

The importance of *placing* the lead.

The mischief of forcing the strong and weak hand indiscriminately; and the proper application of a thirteenth card.

The policy of retaining the command of the adversaries' suit.

The French call this game *La Mort.*

THREE-HANDED WHIST WITHOUT DUMBY.

In playing Three-Handed Whist, without dumby, reject from the pack the Two, Three and Four of each suit, and the Five of Spades. This gets rid of thirteen known cards, and the three players play each on his own account. Each player counts the honors contained in the tricks he has taken, and *not* the honors dealt to him in his hand. Four tricks make a book, so that each player scores any trick he may make in excess of four, and ten is game.

This is the real game of Whist for three players.

DOUBLE DUMBY

Is when two persons only play, each having his partner's cards laid faced upon the table.

Each player and the two Dumbies take the deal in turn, and are liable to all the laws previously stated.

Although cards will "beat their makers," the game of Double Dumby is more in favor of the best player than any other at Whist. It undoubtedly is very instructive to the novice, and has been recommended by high authorities as the best mode of studying the game.

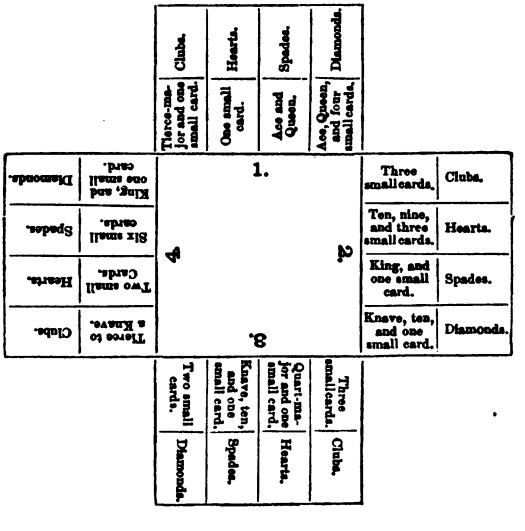
The talented gentleman who writes under the initials J. C.,* gives

* Hon. James Clay, M. P.

the following beautiful Whist problem in a work on the game recently published. He says: The most celebrated player in Vienna had to play the hands Nos. 1 and 3. As soon as the cards were exposed, he exclaimed, "Why, I shall make all thirteen tricks!" This appeared impossible to the bystanders, for, although his hands were, between them, of commanding strength, still his adversary's hands, between them, held every suit guarded, except the trump. Large bets were made against the accomplishment of the feat, which was, however, performed; and it became evident that, if hands 1 and 3 are rightly played, hands 2 and 4 are utterly helpless, and, in spite of three guarded suits, must lose all thirteen tricks. I give the four hands below, and withhold the key to the mystery, in the hope that my readers will be at the trouble of finding it for themselves.

GREAT VIENNA COUP AT DOUBLE DUMBY.

Clubs are trumps. No. 1 leads, and makes all thirteen tricks.



HUMBUG, OR TWO-HANDED WHIST.

In this variety of Whist the alternate hands are discarded. Each honor counts one, with preference to seniority, *i. e.*, the Ace first, then the King, and so on.

For example: If A is nine, and has the Ace, while B is eight, having all the minor honors, A will be game, if B cannot count out by tricks.

In this game it is self-evident that the safest leads are from sequences, and that the main policy is to establish as many tenaces as possible.

FRENCH WHIST.

This game introduces some amusing deviations from the regular game. It is played in the same way, and is subject to the same rules, with the following exceptions:—

The points in the game are forty instead of ten.

The honors count for those who win them, and not for those who originally held them.

The most important card is the Ten of Diamonds, inasmuch as it counts ten in the game for those who win it. It is not played as a trump, but as other cards are played, therefore extraordinary skill and judgment are to be exercised in order to secure it.

THIRTEEN AND THE ODD.

This game is played by two persons with a full pack of fifty-two cards, which rank the same as at Whist.

The players cut for the deal, the lowest dealing first, after which the deal is alternate. In cutting, Ace is low.

The dealer then gives each player thirteen cards, one at a time, commencing with the eldest hand, and turns up the next card for trump; if a misdeal should occur, the dealer loses the deal.

The eldest hand plays first, and the tricks are played and made subject to the same regulations as in the game of Whist, and the player who first makes seven tricks wins the game. In case a player should revoke, he loses the game, provided the trick, in which the revoke occurs, has been turned.

BOSTON.

AMERICAN BOSTON, or Boaston, as it is sometimes called, is played by four persons with two packs of fifty-two cards each, which rank as at Whist; one pack is used for the deal, and the other is employed to determine the trump, as will be explained hereafter. Previous to commencing the game, the players agree upon the value of the checks or counters to be used in the game. For the purpose of more clearly explaining this matter, we will suppose the checks to be *red* and *white*, the former representing one dollar, and the latter ten cents each. The value of the checks may differ, but the red checks should always be in value equivalent to ten white checks. After the deal has been determined by cutting, the dealer distributes the whole pack, beginning with the player at his left, and going regularly round in the same direction, giving every player four, then four again, and lastly five each, thus giving each player thirteen cards. The cards are only *shuffled once*, at the commencement of the game; after that they are simply cut once by the player at the right of the dealer, otherwise it would be next to impossible to keep the suits sufficiently together to get a hand strong enough to bid upon. While one pack is thus being dealt round, the player opposite the dealer should cut the other pack, and turn up the top card for trump, and the *suit* thus turned up is called *First Preference*; the *suit* the same *color* as *First Preference*, whether red or black, is called *Second Preference*; and the other *two* are called common suits. The deal passes to the left, and the packs are used alternately for that purpose. After the cards have been dealt, it is the privilege of the eldest hand to say first what he will do; whether he will *bid* or *pass*. Should he think he can make five tricks or more, he will say, "*I play Boston;*" if otherwise, he will say, "*I pass.*" If the eldest hand bid Boston, he may do so in any suit; but if a player following him also bid Boston, it is understood that the second player *must* play Boston "*in color*," that is, with *either* of the suits the same color as trump. Should a third or the dealer also bid Boston, he *must* play it *in trump*, *i. e.*, first preference. Thus: we will suppose the eldest hand bids Boston, the next also bids Boston, it is then understood that the second bidder will play *in color*; if a third bid Boston, it shows that he will play *in trump*; but we will, for our purpose, suppose that the third player and the dealer pass, and do not bid Boston or *over it*; then when it comes the turn of the eldest hand again, if he determine to play *in color*, he will say, "*I keep*," and if the second player does not wish to relinquish his bid, he says, "*I keep over you*," which indicates that he will play Boston *in trump*, and the others must yield to him the privilege, unless they engage to win *six or more* tricks with any *suit for trump*, or play a *Misere* (*to lose every trick*). These declarations will all supersede that of Boston simply, and by engaging to accomplish *more*, the elder hand may supersede the younger. When

a player makes a bid, and another player bids over him, the first has the privilege of *increasing* his bid to whatever he may think he can achieve. If a player bid *six* or *more* tricks, any player following him, and also bidding the *same* number, must play *in color* or *in trump* precisely the same as in the bid of Boston. Should the eldest hand *pass*, the second or third hand or the dealer may proceed as the eldest hand. Should all pass except *one* player, he, having bid Boston, may play it in *any* trump of his *choice*. If *all pass*, the cards must be thrown up, and dealt by the player to the left of the former dealer, and each player must deposit a *red check* in the pool, which goes to the fortunate winner of the next bid. When a player passes his hand, he cannot come in the second time unless he bids Misere, but must relinquish his right to bid until the next deal.

When a *Misere* is bid and played, there is no trump during that hand; and when the player bidding a Misere is forced to take a trick, his hand is "*played out*," and after settlement is made, a new deal commences. It is hardly necessary to say, that the players opposing the Misere all scheme to force the bidder to take a trick, and that the play is entirely reversed from what it would be if *Boston* or six or more tricks were bid. Under the head of *technical* terms the four varieties or modifications of Misere are explained. If a player is successful in achieving all or more than he undertakes, he wins, and must be paid according to Table I., on page 70; but if he fails to accomplish what he engages to do, he must pay in proportion to the tricks he falls *short* of completing his bid; thus: if he bids Boston, and only takes four tricks, he is said to be "*put in*" for one trick, and forfeits eleven white checks to each of the other three players; if he is "*put in*" for two tricks, he pays twenty-one white checks to each; this is all made very plain by Table II., page 71.

When any player makes a bid, the others all play against him, and endeavor to "put him in" for as many tricks as possible. The game proceeds as at Whist, the player at the left of the dealer has the first lead, and the tricks are taken precisely as at that game, but honors do not count. Each player *must* follow suit, if he can, but if he cannot, then it is optional to trump or throw away a card of another suit. Boston is a game which requires considerable skill to play well, but a good Whist player can soon master the points in the game with a little practice.

In England and France they play Boston with partners: but here this is never done, unless the variation is introduced by some person who has played the game in Europe. (See Boston de Fontainebleau.)

TECHNICAL TERMS USED IN BOSTON.

Boston.—To get five tricks.

First Preference.—Trump the same suit as the card turned up on the pack.

Second Preference.—The same color, but not the same suit as the card turned up on the pack.

Common Suit.—Either suit of a different color from the card turned up on the pack.

Petit Misere.—To lose the whole twelve tricks after having discarded a card which is not to be shown. This is sometimes called *Little Misery. When any of the different Miseres are bid, there is no trump during that hand.*

Grand Misere.—To lose every trick without discarding a card. Sometimes called *Great Misery.*

Petit Misere Ouverte.—To discard a single card, expose your hand, and lose the twelve tricks.

Grand Misere Ouverte.—To lose every trick without discarding after having exposed your hand.

Grand Slam.—To win every trick.

Eldest Hand.—The first player to the left of the dealer.

In Color.—Same color as trump.

I Keep.—An expression which signifies that a player will play *in color.*

I Keep over you.—Signifies that the player using that expression will play it *in trump.*

Put in.—When a player fails to take as many tricks as he bids, he is said to be "*put in,*" thus—if he bid Boston, and only takes four tricks, he is put in for one trick.

Revoke, or Renig.—Playing a different suit from the card led, though it is in the player's power to follow suit.

White Check, or Counter.—An ivory or bone token representing a certain value agreed on, and one-tenth of a red check.

Red Check.—An ivory or bone token, equivalent to ten white checks.

THE LAWS OF BOSTON.

OF CUTTING AND DEALING.

1. The deal is determined by cutting, the player cutting the lowest card being entitled to the deal. All ties cut over, and at *least* four cards must be detached from the pack to constitute a valid cut.

2. At the commencement of the game, the pack to be dealt *may* be shuffled by any of the players, the dealer being entitled to shuffle last, but in *all* subsequent deals, the pack shall merely be cut, it being the privilege of all the players to cut *once* before the cards are dealt.

3. The deal is performed by the distribution of *four* cards at a time, for *two* rounds, and *five* cards on the last round, commencing with the player on the dealer's left hand, thus giving each player thirteen cards.

[The cards are dealt in this way to keep the suits together.]

4. The dealer is not at liberty to touch the cards on the table to ascertain how he has disposed of them, but he may count those undealt to see how many remain in his hand.

5. Should the dealer make a misdeal, he does not lose his deal, but *must* deposit a *red* check in the pool, and deal anew. This law hold

good in all cases except when the pack is faulty, or either of the other players have touched their cards or otherwise interrupted the dealer during the deal.

6. The trump is determined thus:—While the cards are being distributed by the dealer, the player immediately opposite to him cuts a second pack, and turns up the *top* card which is trump, and is called *first preference.*

7. The deal passes to the *left*, and the pack used for the deal and the other pack must be alternately used for that purpose.

[It will be seen by this law, that the pack which has been employed to determine the trump, is distributed in the subsequent deal; and the pack previously used for the deal is resorted to, to determine trump.]

OF PASSING AND BIDDING.

8. When a player *passes his hand*, he cannot afterwards, during that deal, come in and bid, but must relinquish that privilege until the next deal, unless he choose to play a Misere.

9. When the eldest hand makes a bid of five or more tricks, and another player bids the *same number* of tricks, the eldest hand may bid over him, or abandon his bid, and in the latter case the younger hand *must* play his bid *in color.*

10. When a player has made a bid, and all the other players *pass*, the party so bidding may name any suit he chooses for trump.

11. Should it occur in any deal that all the players pass, the cards must be bunched, and a new deal ensues, and each player must deposit a *red* check in the pool, which goes to the winner of the next bid.

12. A player having the highest bid, must declare the trump he plays in previous to leading. Should he neglect to do so, it is accepted that he plays in the suit led.

OF REVOKING.

13. Each player must follow suit if possible, and if a suit is led and any one of the players having a card of the same suit shall play one of another suit to it, and the trick has been turned and quitted, that constitutes a revoke; but the error being discovered before the trick is quitted, or before the party having so played a wrong suit shall play again, the penalty only amounts to the card being treated as "exposed," and being liable to be called.

[Having discovered before the trick is turned that you have revoked, you must take up your card, and play the suit, and the card you have exposed may be called.]

14. When a revoke has been made by a player making the highest bid, if it be discovered before the hand is played out, he is *put in* for one trick certain, and as many more as he is short of accomplishing his bid, provided the hand is played to its conclusion. In addition to this,

he must deposit four red checks in the pool, which go to the winner of the next pool.

[It is not usual to play out the hand after a revoke has been detected. The custom is, to accept from the bidder payment for one trick upon his bid, and the additional deposit of four red checks.]

15. When a revoke is made by any player opposed to the bidder, each of his colleagues shares the offence with him, and each must pay the bidder the amount of his bid whether the latter would have been successful or not; and, in addition, the player who actually made the revoke must deposit four red checks in the pool, which go to the winner of the next bid.

OF LEADING AND PLAYING OUT OF TURN.

16. Should either of the players opposing the bidder *lead* a card out of turn, upon the demand of the bidder the card must be taken up, and it may be called any time during the hand; and the bidder may at his option call for a lead of any suit from the player whose proper lead it is. If the player called upon to lead a suit, have none of the suit, the penalty is paid.

17. Should either of the players opposed to the bidder *play* a card out of turn, the bidder may call upon him to take his card up and play one of a lower rank, provided it does not cause a revoke. When a card is played out of turn, no player opposed to the bidder may win that trick.

OF EXPOSED CARDS.

18. All exposed cards are liable to be called, and must be left face upwards on the table. (See Laws of Whist, 53, 57 and 61.)

19. Being called on to play any suit or the highest or the lowest of any suit you may hold, should you fail to do so, you have made a revoke, and become liable to the penalty.

RANK AND ORDER OF THE BIDS.

The following exhibits the different bids in the consecutive order in which they rank or supersede each other:

1. BOSTON. Common suit,
2. BOSTON. Second Preference,
3. BOSTON. First Preference,

} *Five Tricks.*

4. SIX TRICKS.
5. SEVEN TRICKS.
6. PETIT MISERE.
7. EIGHT TRICKS.
8. GRAND MISERE.
9. NINE TRICKS.
10. TEN TRICKS.
11. PETIT MISERE OUVERTE.
12. ELEVEN TRICKS.
13. GRAND MISERE OUVERTE.

14. TWELVE TRICKS.
15. GRAND SLAM, thirteen tricks.

It will be seen by the above list of bids, that in bidding *Boston*, the first preference takes precedence of second preference, and that the latter outranks a *common suit* for trump. A bid of six (*with any suit* in the choice of the player *for trump*), will supersede *Boston*, and so on, the highest bid being *Grand Slam*. But if two or three bids are made, for six tricks or more, the bids in color supersede the bids in common suits. It will also be observed that Petit Misere takes precedence of seven tricks, Grand Misere outranks eight tricks, Petit Misere Ouverte supersedes ten tricks, and Grand Misere Ouverte, eleven tricks. It is seldom, however, that a player gets a hand that will warrant him in playing a Misere, and in many circles they are not permitted in the game.

TABLE I.—SHOWING THE NUMBER OF WHITE CHECKS, OR THEIR EQUIVALENT, TO BE PAID TO ANY PLAYER TAKING THE NUMBER, OR MORE THAN THE NUMBER, OF TRICKS BID.

Tricks bid, and to be taken by the Player.	TRICKS TAKEN BY THE PLAYER MAKING THE BID.								
			5.	6.	7.	8.	9.	10.	11.	12.	13.
5			12	13	13	14	14	14	15	15	
6			15	16	16	17	18	19	20	20	
7			18	20	21	22	23	23	24	26	
8			23	24	26	28	29	31			
9			33	34	36	39	41				
10			42	45	48	52					
11			63	68	72						
12			106	114							
13			166								

The above table shows the number of *white checks* to be paid to any

player making a successful bid. We will suppose that a player has bid *Boston*, and that he takes five tricks. In order to find the number of *white checks* each player must pay him, it is only necessary to find the figure 5 in the column of figures at the *left* of the table, representing the number of tricks bid; then find the figure 5 in the row of figures at the top of the table, which represents the tricks taken by the player, and under it we find 12, showing that each player must pay the winner 12 white checks. In the same way we find that, if he bids Boston, and takes seven tricks, the other player must pay him 13 white checks each; or if he bids eight tricks, and takes eight tricks, the other players must pay him 23 white checks each.

TABLE II.—SHOWING THE NUMBER OF WHITE CHECKS, OR THEIR EQUIVALENT, TO BE PAID BY ANY PLAYER FAILING TO TAKE ANY, OR ALL, OF TRICKS HE BIDS TO TAKE.

Tricks bid by the Player.	TRICKS WHICH THE PLAYER IS "PUT IN FOR."												
	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.
..... 5.....	11	21	31	41	90	....	....	....	....	....	....	....	....
..... 6.....	15	24	35	45	55	66	....	....	....	....	....	....	....
..... 7.....	19	29	40	50	60	72	82	....	....	....	....	....	....
..... 8.....	23	34	46	56	67	78	89	110	....	....	....	....	....
..... 9.....	33	44	57	68	80	92	103	115	127	....	....	....	....
.....10.....	44	56	70	82	94	107	119	132	145	157	....	....	....
.....11.....	67	80	95	109	123	138	151	165	180	194	208	....	....
.....12.....	113	130	148	165	182	200	217	234	252	270	286	304	....
.....13.....	177	198	222	241	262	284	305	326	348	369	390	412	433

The column of figures at the *left* of the above table shows the number of tricks bid by the unsuccessful player, and the top row shows the number of tricks he is "*put in for.*" To ascertain what the bidd

must pay each of the other players, first find the number he has bid, and run your finger to the *right*, and under the number of tricks he is "put in for," you will find the number of *white checks* he is compelled to pay each of the other three players. For example: suppose a player bids Boston (five tricks), and is put in for one trick, we first find the figure 5 in the column to the left; and under the figure 1, in the top row, we find 11, showing that he must pay each of the other players 11 *white checks*. In the same way we ascertain, that if a player bid eight tricks, and is "put in" for three tricks, he must pay each player 46 *white checks*.

WHAT THE FOUR MISERES WIN OR LOSE.

If a player wins *Petit Misere*, each of the other players pay him twenty white checks.

If a player loses *Petit Misere*, he pays each of the other players twenty white checks.

If a player wins *Grand Misere*, each of the other players pay him forty white checks.

If a player loses *Grand Misere*, he pays each of the other players forty white checks.

If a player wins *Petit Misere Ouverte*, each of the other players pay him eighty white checks.

If a player loses *Petit Misere Ouverte*, he pays each of the other players eighty white checks.

If a player wins *Grand Misere Ouverte*, each of the other players pay him one hundred and sixty white checks.

If a player loses *Grand Misere Ouverte*, he pays each of the other players one hundred and sixty white checks.

BOSTON DE FONTAINEBLEAU.

The game of Boston De Fontainebleau, or French Boston, as it is sometimes called, is played by four persons, with a pack of fifty-two cards, which rank as at Whist. There are, moreover, four baskets or trays of different colors, one for each player, which contain each five round counters, which represent one hundred each; twenty short counters which represent fifties; and twenty long counters, which represent fives. The deal is decided by cutting, and the player cutting the lowest card deals. The cards are not shuffled by the dealer, but each player has the privilege of cutting the pack once, the dealer last. The deal is performed by giving each player four cards twice around, and then five, thus giving thirteen cards to each. Each dealer deposits one short counter of fifty in the pool for the privilege of dealing.

The object of the game is this: a player pledges himself to perform a certain task, which we shall call an announcement. That player who makes the highest announcement, is entitled, if successful, to the contents of the pool, and a certain number of counters from each of the players, the method of paying which will be more particularly explained in another place.

The announcements are, and rank as follows, beginning with the least:

1. *Simple Boston.*—By this the player binds himself, if a certain suit, which he designates, become trumps, to win five tricks; or, if he can find a whister, or partner, to sustain him—to win three additional, or in all, eight tricks. Whenever a player announces a certain number of levees, it must be understood that, should he avail himself of the assistance of a whister, he and the whister must, in order to take the pool, win three tricks more than the levees announced, and in all cases, losses and gains must be equally shared with the whister.

2. *Six Levees* is to win six tricks, upon the same condition with regard to trumps as above mentioned, *i. e.*, six alone, or independent, or nine—three extra, sustained by a *whister* or partner.

3. *Little Misere* is not to win any tricks at all. Before commencing to play this announcement, each player must discard any one card he may choose from his hand, and play with the remaining twelve only.

4. *Seven Levees* is to win seven tricks upon the same conditions as Simple Boston.

5. *Picolissimo* is to discard one card, as in Little Misere, and for the player to win neither more or less than one trick.

6. *Eight Levees* is to win eight tricks upon the same conditions as Simple Boston.

7. *Grand Misere* is, without discarding any card, not to win a single trick.

8. *Nine Levees* is to win nine tricks upon the same conditions as Simple Boston.

9. *Little Misere on the Table* is played like Little Misere, only that the player must spread his hand upon the table, exposed to the view of the other three.

10. *Ten Levees* is to win ten tricks upon the same conditions as Simple Boston.

11. *Grand Misere on the Table* is played like Grand Misere, only that the player must spread his hand upon the table, as in No. 9.

12. *Eleven Levees* is to name a trump, and win, unassisted, eleven tricks.

13. *Twelve Levees* is to win twelve tricks same as above.

14. *Chelem, or Grand Boston,* is an announcement of the whole thirteen tricks.

15. *Chelem, or Grand Boston on the Table,* same as No. 14, the player spreading out his cards on the table, as explained in No. 9.

OBSERVE:—In each of the announcements (excepting of course Nos 3, 5, 7, 9 and 11, in which there is no trump suit), the designated trump

suits rank and take precedence as follows: First, Diamonds; next Hearts; then Clubs; and lowest of all, Spades.

In payment of losses or gains the two black suits are equal, as will be seen by the following table:

	Payments of Boston de Fontainebleau.	Clubs or Spades.	Hearts.	Diamonds.
1.	Simple Boston, or Five Levees.	10	20	30
	Each trick more.	5	5	5
2.	Six Levees.	30	40	50
	Each trick more.	5	5	5
3.	Little Misere, no trumps.			75
4.	Seven Levees.	50	60	70
	Each trick more.	5	5	5
5.	Picolissimo, no trump.			100
6.	Eight Levees.	70	80	90
	Each trick more.	5	5	5
7.	Grand Misere, no trump.			150
8.	Nine Levees.	90	100	110
	Each trick more.	5	5	5
9.	Litttle Misere on the table, no trump.			200
10.	Ten Levees.	110	120	130
	Each trick more.	5	5	5
11.	Grand Misere on the table, no trump.			250
12.	Eleven Levees.	130	140	150
	Each trick more.	5	5	5
13.	Twelve Levees.	150	160	170
	Each trick more.	5	5	5
14.	Chelem, or Grand Boston.	400	450	500
15.	Chelem on the table.	600	700	800

After the preliminaries of cutting and dealing have been concluded, the eldest hand proceeds to make his announcement, or pass; the succeeding players have then, each in his turn, the opportunity of over-

bidding or passing. Thus, if the eldest hand thinks he can get five tricks with Clubs for trump, he announces, "five in Clubs." But if the second player undertakes to make five tricks with Diamonds for trump, he supersedes the first, and may in his turn be superseded by the third engaging to get six or seven Levees, or play Little Misere. The fourth hand, or dealer, may also supersede the third hand by announcing Piculissimo, or eight Levees, or any of the other chances lower down on the table. In short, whoever undertakes to *do more* than the other players has the preference. When a player has once declined announcing, he cannot afterwards do so in that hand; but if he makes an announcement, and it be exceeded by some other subsequent announcement, he may, in his regular turn, increase his first announcement if he chooses. If all pass without announcing, then the hand must be played, and he who takes the *least* number of tricks wins the pool. In this hand there is no trump, of course. Any player whose announcement proves to be the highest, can then, if he pleases, call for a whister. The privilege of calling for a whister extends only to announcements number one, two, four, six, eight and ten; the other being bids to play independent or alone.

The eldest hand now leads, and the hand is played and tricks taken in the same manner as at Whist, with this exception, however, that partners play in precisely the order that they sit.

Honors in this game count the same as at Whist, but cannot be counted in as tricks bid for—thus: if a player bid for eight tricks and only takes seven, he loses, even if he have four honors; but if he succeed in taking eight tricks, then his four honors added would entitle him to payment for twelve tricks. If the player wins his announcement, he receives everything in the pool, and from each player the amount named in the table of payments, for instance: if he announce five Levees in Hearts, and make two over, this would be seven, he would then receive thirty from each player; but if he had two by honors, then it would be nine, and he would receive forty from each player; but if he had announced seven in Hearts, and made it, and had two by honors, then he would receive seventy from each player. In the same way, if he had announced seven in Hearts, and lost it by two tricks, this would be nine, and his two by honors would make it eleven lost, then he would pay into the pool eighty, and the same to each player. The adversaries merely play to make the announcer lose, and therefore cannot, even if successful, win the pool, which stands over to the next hand. The pool can only be taken by a successful announcer; or, in the event of all having passed without announcement, it becomes the prize of the player who takes the least number of tricks.

THE LAWS OF BOSTON DE FONTAINEBLEAU.

1. The deal is decided by cutting, and the player who cuts the lowest card deals. Ace is lowest, and ties cut over. After the first game, the deal passes to each player in succession to the left.

2. The cards are not shuffled, but each player has the privilege of a cut, the dealer last.

3. Each player who deals must deposit a short check of fifty in the pool for the deal.

4. The cards are dealt four at a time twice round, and then five, which distributes the pack.

5. Should the dealer make a misdeal, he does not forfeit his deal, but must deposit another fifty in the pool as penalty, and deal again, unless either of the other players touch their cards, or the pack be faulty, in which cases he will deal again without penalty.

6. If a player once decline to announce, he cannot afterwards do so in that hand; this does not debar him from assisting as whister if called on.

7. If a player make an announcement which is superseded by another, he can, when his turn comes round again, augment his bid.

8. If all pass, the hand is played without any trump, and the player who takes the least number of tricks wins the pool.

9. If a player make a revoke, his side forfeits three tricks to the opposing side.

[A revoke is established according to the rules of Whist. See Law 70, page 22.]

10. A card led or played out of turn, is treated as an exposed card, and subject to the laws of Whist in a similar case. See pages 20 and 21.

EUCHRE.

THE game of Euchre is played with thirty-two cards; all below the denomination of Seven-spot being rejected. Four persons constitute the complement for the game, and partners are determined by dealing and turning up one card to each; those receiving the two lowest cards, and *vice versa*, being associated together.

The value of the cards in Euchre is the same as in Whist, All-Fours, and other games, excepting that the Knave of the suit corresponding with the trump is called the *Right Bower*, and is the highest card of the hand; and the other Knave of the same color is called the *Left Bower*, and is the card of second importance. For example: if Hearts should be turned trump, the Knave of Hearts is the highest card, the Knave of Diamonds second in value, and the Ace, King, Queen, &c., of Hearts, then come in their regular order, as at Whist. When the Knaves are of the opposite color from the trump card, they rank no higher than at Whist.

The players usually cut for deal, and he who cuts the lowest card is entitled to the deal, and that is accomplished by giving the eldest hand, or first person to the left of the dealer, two cards, and so on all around,

and then dealing an additional three cards to each player, in the same order. Regularity should be observed in dealing, and no party should be allowed to receive from the dealer, in any round, more than the number of cards given to the eldest hand. For instance, if the dealer begins by giving the left-hand player two cards, he cannot be allowed to vary, so as to give another three, and then two again, but must continue as he began. The proper manner of dealing is as we pointed out at the outset, and should be rigidly observed.

The advantage which accrues to the dealer is manifest. From the manner in which cards are played in all games, those of a corresponding suit will necessarily fall together, and therefore the dealer enhances his prospects thirty-three and one-third per cent. for an additional trump by dealing three cards last round, for then he has the three immediately preceding the trump, when if he had begun the deal with three cards, he would end by having only the two cards preceding the trump.

After five cards have been dealt to each player, in the order as above, the dealer turns up the top card on the pack or talon, which is called the trump. After the first hand, the deal passes to each player in rotation.

The game consists of five points—the parties getting that number first being winners—and the points are indicated by the number of tricks taken by the players. If all the tricks are taken by one side it constitutes what is technically termed a *march*, and entitles the fortunate parties to a count of two; and it is necessary to take three tricks in order to count one, or "make a *point*," as it is called. Taking four tricks counts no more than three.

When the trump is turned, the first person to the left of the dealer looks at his cards, for the purpose of determining what he intends to do, whether to "pass" or "order the trump up;" and this, to a certain extent, will depend upon the strength of his hand. If he holds cards of sufficient value to secure three tricks, he will say, "I order it up," and the dealer is then obliged to take the card turned up, and discard one from his hand; and the card thus taken up becomes the trump. If the eldest hand has not enough strength to order it up, he will say "I pass," and then the partner of the dealer has to determine whether he will "pass" or "assist." If he has enough, with the help of the card his partner has turned, to make three tricks, he will say, "I assist," and the card is taken up as before. If he passes, then it goes to the third hand, who proceeds exactly as the eldest hand. Should all the players pass, it becomes the dealer's privilege to announce what he will do, and if he thinks he can take three tricks, he says, "I take it up," and immediately discards his weakest card, placing it under the remainder of the pack, and instead of the card thus rejected he takes that turned up, which remains the trump. It is not considered *en regle* for the dealer to remove the trump card until after the first trick has been taken, unless he needs it to play. It is let lay, that every one may see what the trump is. We may as well state here that it is always the dealer's privilege to discard any one card in his hand, and take up the trump card; and this holds good whether he is assisted by his partner, is ordered up by his ad-

versaries, or takes it up himself. This gives the parties having the deal an advantage about equal to one trick. Should the dealer not be confident of winning three tricks, he says, "I turn it down," and at the same time places the turn-up card face down on the pack. Should all the players decline to play at the suit turned up, and the dealer turn it down, the eldest hand is then entitled to make trump what he chooses (excepting the suit already turned down). If the eldest hand is not strong enough in any suit, and does not wish to make the trump, he can pass again, and so it will go in rotation, each one having an opportunity to make the trump in his regular turn, to the dealer. If all the players, including the dealer, decline the making of the trump, the deal is forfeited to the eldest hand. The eldest hand, after the dealer has discarded, opens the game, and leads any card he chooses. The person playing the highest card takes the trick, and he in his turn is obliged to lead. In this manner the game proceeds, until the five cards in each hand are exhausted. Players are required, under penalty of the loss of two points, to follow suit. If, however, they cannot, they may then throw away a small card or trump at their pleasure.

The Three and Four are used in marking game. The face of the Three being up, and the face of the Four down on it, counts *one*, whether one, two or three pips are exposed; the face of the Four being up, and the Three over it, face down, counts *two*, whether one, two, three, or four of the pips are shown; the face of the Three uppermost counts *three*; and the face of the Four uppermost counts *four*. The Two and Three are now rarely used as counters, being more liable to mistakes.

It may be laid down as one of the general rules of Euchre, that whatever is undertaken by a player must be accomplished, in order to make the point. For instance, if I adopt, or order up the trump, and fail in securing three tricks, it is called being "Euchred," and entitles the opponents to a count of two; or if I make the trump after the original one has been turned down, and do not secure three tricks, I am also "Euchred," and it counts as before. Therefore it will be perceived, that in order to play the game properly one should have, in addition to the ordinary rules, a thorough knowledge of the theory of chances as they apply to this game, and exercise it judiciously.

TECHNICAL TERMS USED IN EUCHRE.

Adopting—Synonyme.—"Taking it up." This is the privilege of the dealer, after the others have passed, to discard an inferior card, and use instead the trump card turned up. The words used are, "I take it up."

Alone.—Playing without the assistance of your partner, when you have a hand which it is probable would take five tricks. The words are, "I play alone," or "Alone," or "Cards away," or "I try it."

Assist.—If, when your partner deals, and the eldest hand passes, you know by your hand alone, or by comparing it with the deck-head, that

you can make three tricks, you may say to him, "I assist." This is equivalent to ordering up the trump into his hand, for he thereupon discards his poorest card, and the trump card is his to play when he needs it.

Bower.—The Jack or Knave of the trump suit, and of the suit of the same color.

Bridge.—This is where one side has scored four, and the other one or two. When your opponents have one or two and you have four, if you are eldest hand, unless you have one trick certainly in your hand—that is, the right bower, or the left bower guarded—you will order it up whether you have a trump or not, to prevent them going alone, and making four tricks.

Call.—The right to demand an adversary to play an exposed card.

Coat-Cards.—The Bower, King and Queen, from the fact that they are coated, or dressed.

Court-Cards.—The same as coat-cards.

Cross the Suit.—To make a trump of a different color from the card turned up by the dealer.

Cut.—To separate the shuffled pack into two parts, a right possessed by the right-hand opponent.

Deal.—To distribute the cards to which each player is entitled. You give each player five cards, in two rounds, commencing with your left-hand opponent. You begin by first dealing two cards to each, and then three, or *vice versa*.

Discard.—Putting a card out of the dealer's hand, face down, under the pack, when he "takes it up" in lieu of the trump card on the deck.

Dutch It.—To make a trump of the color that is turned down.

Eldest Hand.—The left-hand adversary of the dealer, so called because he is the first to play.

Euchre.—The failure of that side which makes, orders up, or takes up a trump, to take three tricks; this failure scoring two points to their adversaries.

Face-Card.—The coat-cards.

Finesse.—This is where a player holding the best and third-best trump, plays the latter first, taking the risk that his opponents do not hold the second-best trump, or that his partner does. In either case he wins the two tricks.

Force.—To lead a suit of which your opponents hold none, thus obliging them to trump or lose the trick.

Go Alone.—Synonymous with "play alone."

Intimation.—Any thing passing from one partner to another, by which the latter knows how to play.

Lay-Card.—Any card other than trump.

Lay-Suit.—Any suit not a trump.

Left Bower.—The Knave of the same color as the trump suit.

Left Bower Guarded.—The Left Bower protected by another trump.

Lone Hand.—A hand so strong in trumps alone, or in trumps,

guarded by high cards of a lay suit, that it will probably win five tricks if its holder plays alone.

Lone Player.—The one playing without his partner.

Love Game.—Scoring five points to your adversary's none.

Making the Trump.—Naming a new suit for trump, after the dealer has turned the trump card down.

March.—Where all the tricks are made by one side.

Next in Suit.—The same as Dutch It.

Numerical Cards.—Those neither Ace nor face.

Ordering Up.—Requiring the dealer and his partner to play the trump as it has been turned.

Partner.—The one joined with you in playing against your adversary. The penalty of the misconduct of one partner falls on both.

Pass.—To decline to play at the trump turned up.

Pass Again.—To decline the privilege of making a new trump, after the first has been turned down.

Play Alone.—To play a hand without one's partner.

Point.—One of the five required for the game.

Rank.—The relative power of the cards, commencing and going down, in trumps, as follows: Right Bower, Left Bower, Ace, King, Queen, Ten, Nine, Eight, Seven; but in the Lay Suits the Jacks take place between the Queens and Tens.

Responsible.—The party who order up a trump, assist, make a trump, or take it up.

Revoke.—Playing a card of a different suit from that demanded. This is sometimes vulgarly called renig.

Right Bower.—The Jack of trumps.

Right Bower Followed.—The Right Bower with another trump behind.

Ruffing.—Another term for trumping a suit other than trumps.

Score.—The points gained in a game or rubber.

Sequence.—The numerical succession of cards of the same color.

Side-Cards.—Lay cards.

Slam.—Love-game, vulgarly called "a skunk."

Taking it Up.—Indorsing the trump by the dealer, and discarding another card for it, after the rest have passed.

Tenace.—Where the last player holds in his hand the highest and third-best of the cards out.

Throw Away.—To play a worthless card when you cannot follow suit, and do not desire to trump; as, for instance, where it is your partner's trick.

Trump.—The suit turned up, or made the commanding suit.

Trump Card.—The card which is turned up by the dealer after the hands have been dealt around.

Turn Down.—The trump card which is turned face downward on the talon by the dealer, after all have passed.

Underplaying.—Following suit and winning with a low card, when you have one in your hand superior to your adversary's.

THE LAWS OF EUCHRE.

SCORING.

1. A game consists of five points. If the side who adopt, make, or order up a trump, take—

I. Five tricks, they score two points.
II. Three tricks, they score one point.
III. Four tricks count no more than three.
IV. If they fail to take three tricks they are euchred, and the opposing party score two points.

2. When a player who plays alone takes—

I. Five tricks, he scores four points.
II. Three tricks, he scores one point.
III. If he fail to take three tricks he is euchred, and the opposing party score two points.

[The author of an excellent treatise on the game (The Law and Practice of the Game of Euchre. By a Professor) argues that the party who is euchred when playing alone, counts his opponents four points. We cannot, however, see the justice of such a claim. It seems clear enough to us why the two who play against a lone hand should score but two for a euchre. They only make a euchre—three tricks—while, to score four, the single player must get all five. If he takes three he scores but one; if they take three, they score two. This is the established odds of the game. It might be reasonable to let them score four, if *they* take all the tricks; but this will never occur.]

3. The penalty for a revoke takes precedence of all other scores.

4. An error in count can be rectified at any time before the next deal is completed.

SHUFFLING AND CUTTING.

5. At the outset of the game each player cuts for the deal, and the lowest cut deals. If there be a tie, the parties tied cut again. The players cutting the two highest cards play against those cutting the two lowest.

6. In cutting, the Ace is lowest, and the other cards rank as at Whist.

7. Should a player expose more than one card, he must cut again.

8. The cards may be shuffled by any player who demands that privilege, but the dealer has always the right to shuffle last.

9. The cards must be cut by the right-hand opponent before they are dealt.

10. A cut must not be less than four cards removed from the top, nor must it be made so as to leave less than four cards at the bottom; and the pack must be put on the table for the cut.

DEALING AND DISCARDING.

11. After the first deal, the right of dealing goes to the left.

12. In dealing, five cards must be distributed to each player by the dealer, who may begin by giving first two, and then, three cards to each, or *vice versa*; but whichever course is adopted by him must be strictly adhered to until the deal is completed: he must not begin by dealing two to one, three to the next, and so on. When this rule is violated the adverse side may claim a new deal, provided that they have neither of them seen their own hands.

13. A misdeal forfeits the deal, and the following are misdeals:

I. A card too many or too few given to either player.

II. Dealing the cards when the pack has not been properly cut; the claim for a misdeal in this case must be made prior to the trump card being turned, and before the adversaries look at their cards.

14. Whenever a misdeal is attributable to any interruption by the adversaries, the deal will not be forfeited. Hence, if an adversary touch his cards during the deal, and the dealer's partner has not done so, no misdeal can be claimed.

[*Case.*—A, having misdealt, claimed exemption, on the ground of his opponent having interrupted him, by questioning his title. *Decision.*—Claim allowed.]

15. If, whilst dealing, a card be exposed by the dealer or partner, should neither of the adversaries have touched their cards, the latter may claim a new deal, but the deal is not lost.

16. If, during the deal, the dealer's partner touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal should chance give them that option.

17. If an opponent displays a card dealt, the dealer may make a new deal, unless he or his partner have examined their own cards.

18. If a deal is made out of turn, it is good, provided it be not discovered before the dealer has discarded, and the eldest hand has led.

19. If a card is faced in dealing, unless it be a trump card, a new deal may be demanded, but the right to deal is not lost.

20. If the pack is discovered to be defective, by reasons of having more or less than thirty-two cards, the deal is void; but all the points before made are good.

21. The dealer, unless he turn down the trump, must discard one card from his hand and take up the trump card.

22. The discard is not complete until the dealer has placed the card under the pack; and if the eldest hand makes a lead before the discard is complete, he cannot take back the card thus led, but must let it remain. The dealer, however, may change the card he intended to discard and substitute another, or he may play alone notwithstanding a card has been led. After the dealer has quitted the discarded card, he cannot take it in hand again under any circumstances.

23. After the discard has been made, the dealer must let the trump card remain upon the talon until it is necessary to play it on a trick. After the trump card has been taken in hand, no player has a right to

demand its denomination, but he may ask for the trump suit and the dealer must inform him.

24. Should a player play with more than five cards, or the dealer forget to discard and omit to declare the fact before three tricks have been turned, the party so offending is debarred from counting any points made in that deal, and the deal is lost. Under the above circumstances, should the adverse side win, they may score all the points they make.

PLAYING OUT OF TURN, AND EXPOSED CARDS.

25. All exposed cards may be called, and the offending party compelled to lead or play the exposed card or cards when he can legally do so, but in no case can a card be called if a revoke is thereby caused. See Law 39. The following are exposed cards:

I. Two or more cards played at once.
II. Should a player indicate that he holds a certain card in his hand.
III. Any card dropped with its face upwards.
IV. All cards exposed, whether by accident or otherwise, so that an opponent can distinguish and name them.

26. If any player lead out of turn, his adversaries may demand of him to withdraw his card, and the lead may be compelled from the right player, and the card improperly led be treated as an exposed card, and called at any time during that deal; provided that no revoke is thereby caused.

27. If any player lead out of turn and the mislead is followed by the other three, the trick is completed and stands good; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of their mistake, are taken back, and there is no penalty against any one except the original offender, whose card may be called.

28. If any player play out of turn, his opponents may compel him to withdraw his card, and the card improperly played may be treated as an exposed card, and called at any time during that deal, provided no revoke is thereby caused.

29. If any player trump a card in error, and thereby induce an opponent to play otherwise than he would have done, the latter may take up his card without penalty, and may call upon the offender to play the trump at any period of the hand.

30. If two cards be played, or if the player play twice to the same trick, his opponent can elect which of the two shall remain and belong to the trick. Provided, however, that no revoke be caused.

[But if the trick should happen to be turned with five cards in it, adversaries may claim a fresh deal.]

31. If a player, supposing that he can take every trick, or for any other reason, throw down his cards upon the table with their faces exposed, the adverse side may call each and all of the cards so expose

they may deem most advantageous to their game, and the delinquent party must play the exposed cards accordingly.

[*Case.*—In four-handed Euchre, if the dealer, playing alone, throws his hand upon the table, having the two Bowers, Ace, King and Nine of trumps, can his left-hand adversary call for the Nine of trumps upon his own lead of the Queen? and must the dealer play the called card? *Decision.*—In this special case the dealer would not be compelled to play the Nine. At Whist, by exposing his card or cards a player gives knowledge to his partner; and hence the rule that such may be called for, and must be played. In the case submitted to us, the dealer played alone, consequently he had no partner to whom he could convey information. His hand was invincible. If one of his opponents had had all the other trumps, it would not have availed to stop the march. Hence, the dealer was not bound to play the Nine on the Queen. The stringent rule of Whist cannot be extended to Euchre in a case where the reason for the rule is wanting. Under other circumstances, if a player shows a card, it can be called. See "Cases and Decisions," page 25, and "Dumby," page 61.]

THE REVOKE.

32. When a revoke occurs, the adverse party are entitled to add two points to their score. (See Law 3)

33. If a suit is led, and any one of the players, having a card of the same suit, shall play another suit to it—that constitutes a revoke. But if the error be discovered before the trick is quitted, or before the party having so played a wrong suit or his partner, shall play again, the penalty only amounts to the cards being treated as exposed, and being liable to be called.

34. When the player, who has made a revoke, corrects his error his partner, if he has played, cannot change his card played, but the adversary may withdraw his card, and play another if he objects to do so.

35. When a revoke is claimed against adversaries, if they mix their cards, or throw them up, the revoke is taken for granted, and they lose the two points.

36. No party can claim a revoke after cutting for a new deal.

37. A revoke on both sides forfeits to neither; but a new deal must be had.

38. If a point has been made by a revoke, it must be taken from the score of the offender.

39. A party refusing to play an exposed card on call, forfeits two to his opponents, as in a revoke.

MAKING THE TRUMP, AND PLAYING ALONE.

40. Any player making a trump cannot change the suit after having once named it; and if he should by error name the suit previously turned down, he forfeits his right to make the trump, and such privilege must pass to the next eldest player.

41. A player may only play alone when he adopts, orders up, or makes a trump; or when his partner assists, orders up, or makes a trump. He cannot, however, play alone with a trump he has passed, or with a trump, the making of which he has passed; nor can he play alone after a lead has been made by himself, or by his opponents. See Laws 22 and 45.

42. A player cannot play alone when he or his partner is ordered up by an opponent, or when the opposite side adopts or makes the trump. Only those can play alone who have legally taken the responsibility of the trump and may be Euchred; therefore, when one player legally elects to play alone, neither of his opponents may play alone against him.

[*For Example.*—A and B are partners against C and D; A deals, C orders it up, and thus prevents A and B playing alone; but either C or D may play alone, provided the latter claims the privilege before C plays a card. Suppose C passes, and B assists or orders it up; neither C nor D can play alone, but B or A may, provided either claims the privilege before C plays, and C *must not play until A has discarded.* Suppose C and B both pass, D may now order up and play alone, but *neither of the others can.* Suppose C, B, and D pass, and *A* takes it up—of course *he* can play it alone, *but neither of the others can.* Suppose A passes, *i. e.*, turns it down, and C makes the trump; the case stands then precisely as it would have stood had he ordered up the trump first turned; and so, if C passes a second time, and B makes the trump, the case stands as it would have stood had B ordered up the turned card. If, however, C and B both pass, and D makes the trump, he may play alone, but neither of the others can. And, in like manner, if C, B, and D pass, A may make the trump, and he play alone, subject to the provision already named—that the privilege is claimed before a card is played.]

43. When a player having the right to play alone, elects to do so, his partner cannot supersede him and play alone instead.

[In declaring to go alone when it is his turn to settle the game and confirm, or make the trump, as the case may be, the partner binds the adversaries, and consequently binds himself and his partner. It is not a question between partner and partner, but between the partner and the opposing players. The partner, by confirming the trump and declaring to play alone, has settled the game and cut off the opponent's right, who is third man. It follows that, as he has been allowed to do this, his action must at the same time have cut off the right of his own partner to change the game. It would be a change for him to substitute himself for the player who has declared to play alone. Whenever this declaration is made by a player who has the "say," it creates an obligation on the other side to play against a lone hand, and one on his part to play the lone hand. This obligation his partner cannot be permitted to break.]

44. When a player announces that he will play alone, his partner must

place his cards upon the table face downwards, and should the latter expose the face of any of his cards, either by accident or design, his opponents may compel him to play or not to play with his partner, at their option.

45. A player who goes alone, must announce his intention in a clear and audible way and tone, so that no doubt can be entertained of his design. If he expresses his purpose in a vague and ambiguous manner, so that it is not clearly understood by his adversaries, and he or they make a lead, he forfeits his privilege, and must play with his partner. (See Law 22.)

INTIMATIONS BETWEEN PARTNERS.

46. If a partner indicates his hand by words or gestures to his partner, directs him how to play, even by telling him to follow the rules of the game, or in any way acts unfairly, the adversary scores one point.

47. If a player, when they are at a bridge, calls the attention of his partner to the fact, so that the latter orders up, the latter forfeits the right to order up, and either of the opponents may play alone, if they choose so to do.

["What are trumps!" "Draw your card." "Can you not follow suit?" "I think there is a revoke?" The above remarks, or those analogous, are the only ones allowed to be used, and they only by the person whose turn it is to play.]

48. No player has a right to see any trick but the last one turned.

ON ADOPTING, OR TAKING UP THE TRUMP.

As to what constitutes a sufficient force of cards to take the trump up, is a matter of considerable importance to the player. The purpose being to make a point, of course there must be a reasonable probability of securing three tricks, and this probability should be made, to a certain extent, dependent upon the position of the game. If the dealer should be three or four on the score, while the opponents are one or two, the deal might be passed by turning the trump down, and still the chances of gaining the game be not materially reduced; but if the position should be reversed, then the dealer would be warranted in attempting the hazard upon a light hand, as the prospects of defeat with the deal in his favor would be no greater than the percentage of the same against him. Of course, any player would know that his success would be beyond peradventure, if holding both Bowers and the Ace: but the moment you attempt to point out what any thing less would avail, you depart from the scope of argument, predicated upon substantial bases, to the unsubstantial realms of hypothesis. Anything less than both Bowers and the Ace *might* be Euchred, and the plodding player who exhausted his time in the search of absolute certainty might be beaten a hundred times by the cards which he had rejected. It is generally accepted as "sound doctrine," that three trumps—two of them being

Court-cards, backed by a lay Ace—is sufficient to attempt a point. The player must note the state of the game, and act accordingly. If the game stand four and four, it is better for him to take up the trump on a small hand than to leave it for his adversaries to make. Suppose the game is three and three, he should be very careful of adopting the trump on a weak hand, because a Euchre puts his opponents out.

ON PASSING ANL ORDERING UP.

No prudent player will "order" the trump unless he holds enough to render his chances of success beyond reasonable doubt. There are times and positions of the game when, however, there would be no imprudence in ordering up upon a light hand; for instance, supposing the game to stand four and four, the dealer turns the trump, and either the eldest or third hand has an ordinary good show of cards, with nothing better of another suit, there it would be proper to "order up," for, should the trump be turned down, your chances of success would be lost, and in case you are Euchred, it would but give the game to those who would win it anyhow at another suit.

If the position of the player is eldest hand, and a suit should be turned, in which he receives both Bowers and another large trump, and he has also two cards of the corresponding suit in color, it would clearly be his policy to pass, for the obvious reason, that if the dealer's partner should assist, he would be enabled to Euchre the opposing side, and, if the trump were turned down, his hand would be just as good in the next suit; and having the first opportunity of making the trump, he could go it alone, with every probability of making the hand and scoring four.

Should the eldest hand hold the right Bower, Ace, or King, and another small trump, and a card of the same color as the trump suit, it would be good play to pass; for if the adversaries adopt the trump, he will, in all probability, Euchre them; and if they reject it, he can make the trump next in suit, and the chances of scoring a point are in his favor.

When a player is four, and holds commanding trumps sufficient to make a sure point, he should order up, particularly if he is eldest hand, for then he will take his opponent's deal.

As a general rule the eldest hand should not order up the trump unless he has good commanding cards, say, Right Bower, King and Ten of trumps, with a lay Ace of a different color, or Left Bower, King, and two numerical trumps. The player at the right of the dealer should hold a very stong hand to order up the trump, because his partner has evinced weakness by passing, and if the opposing side turn down the trump, his partner has the first say to make a new trump.

ON MAKING THE TRUMP.

In case the dealer turns the trump down, the eldest hand has the privilege of making it what he pleases, and the rule to be generally fol-

lowed is, if possible, to Dutch it, *i. e.*, to make it next in suit, or the same color of the trump turned. The reason for this is very evident. If Diamonds should be the trump turned, and the dealer refuse to take it up, it would be a reasonable supposition that neither of the Bowers were in the hands of the opponents; for if the dealer's partner had held one of them, he would in all probability have assisted; and the fact of its being turned down by the dealer also, raises the presumption that he had neither of them. Then, in the absence of either Bower, an otherwise weak hand could make the point in the same color. For reverse reasons, the partner of the dealer would cross the suit, and make it Clubs or Spades; as his partner had evidenced weakness in the red suit, by turning a red card down, it would be but fair to presume that his strength was in the black.

Be careful how you make the trump when your adversaries have scored three points, and as a general rule, do not make or order up a trump unless you are eldest hand, or the dealer's partner.

ON ASSISTING.

"Assisting" is where your partner is the dealer, and, with the help of the card he has turned trump, you deem your hand sufficent to take three tricks. In other words, suppose the Ace of Hearts to be turned, and you hold the Left Bower and King: you say to your partner, "I assist," and then he is obliged to take up the Ace turned, and discard, the same as though he had taken it up voluntarily. Two Court-cards are considered a good assisting hand; but where the game is very close, of course it is advisable to assist, even upon a lighter hand; for if the game stands four and four, the first hand will "order up," if the card turned is the best in his hand, and therefore the fact of his passing would be an evidence of weakness.

When assisted by your partner, and you hold a card next in denomination to the card turned up (whether higher or lower), play it as opportunity offers. For instance, if you turn up the Ace, and hold either the Left Bower or King, when a chance occurs play the Bower or King, and thus inform your partner that you have the Ace remaining. The same policy should be adopted when your partner assists and you have a sequence of three trumps, the trump card being the smallest of the three, in such a situation invariably play the highest card of the sequence; this will inform your partner that you hold the balance of the sequence, and with this knowledge he can shape his play to suit circumstances. Supposing the King is turned up and you hold the Queen and Ten spot, when an occasion presents itself, play the Queen, and if your partner is *au fait* at the game he will know you have the Ten-spot in your hand.

As a general rule, always assist when you can take two tricks.

ON THE LONE HAND.

There is still another privilege allowed the holder of a good hand, and that is to play it alone. If from the fulness of your hand there is a reasonable probability that you can secure all the tricks, you play it alone, or without the assistance of your partner, and if successful you are entitled to a score of four points.

In order to avail yourself of the privilege of going alone, it is necessary that you should assume the responsibility of the trump; that is, you must adopt, order up, or make the trump; or your partner must assist, order up, or make the trump; but you cannot play alone with a trump you have passed, or with a trump, the making of which you have passed. Having complied with the above requirements, there is no abridgment to the right to play alone, except when the attempt has been anticipated by your adversary ordering up the trump, which a prudent player will always do in certain positions of the game. (See "The Bridge.") Should your partner announce that he will play alone, you cannot supersede him and play alone yourself, but must place your cards upon the table face downwards, no matter how strong your hand may be. You must also bear in mind, that in order to avail yourself of the privilege of playing alone, it is necessary to declare your intention of doing so distinctly, and in plain terms, thus: "I play alone;" if you fail to do this, and the adverse side make a lead, you forfeit all claim to the privilege. You must also be careful and make the announcement in good season; if you neglect to do so, and the adverse side make a lead, or if you lead yourself before declaring your intention of playing alone, you lose the right, and your opponents may compel you to play with your partner.

Some players have an absurd notion that one side may play alone against the other, and in case of the failure of the original player to take three tricks, that the adverse side may score four points. This is, however, directly opposed to the axiom in Euchre, that only those can play alone who take the responsibility of the trump, and incur the chance of being Euchred.

In playing a lone hand, it is always a great advantage to have the lead. The next advantage is, to have the last play on the first trick, therefore the eldest hand and the dealer may assume the responsibility of playing alone on a weaker hand than either of the other players.

When your opponent is playing alone, and trumps a suit you or your partner leads, be sure and throw away all cards of that suit upon his subsequent leads, provided you do not have to follow suit.

When opposing a lone hand, and your partner throws away high cards of any particular suit, you may be sure that he holds good cards in some other suit; you should therefore retain to the last the highest card you hold of the suit he throws away (if you have one) in preference to any other card, unless it be an Ace of some suit. (See "The Lead," page 91.)

THE BRIDGE.

If one side has scored four, and the other one, such position is called a "bridge," and the following rule should be observed:

To make the theory perfectly plain, we will suppose A and B to be playing against C and D, the former being four in the game and the latter but one. C having dealt, B first looks at his hand, and finds he has but one or two small trumps; in other words, a light hand. At this stage of the game, it would be his policy to "order up" the trump, and submit to being "Euchred," in order to remove the possibility of C or D playing it alone; for if they should, by good fortune, happen to succeed, the score of four would give them the game; when, if it were ordered up, the most that could be done would be to get the Euchre, and that giving but a score of two, the next deal, with its percentage, would in all probability give A and B enough to make their remaining point and go out. If, however, B should have enough to prevent a lone hand, he can pass as usual, and await the result. The Right Bower or the Left Bower guarded is sufficient to block a lone hand.

The eldest hand is the only one who should order up at the bridge, for if he passes, his partner may rest assured that he holds commanding cards sufficient to prevent the adversaries making a lone hand. If, however, the eldest hand passes, and his partner is tolerably strong in trumps, the latter may then order up the trump to make a point and go out, for by the passing of the eldest hand his partner is informed that he holds one or more commanding trumps, and may therefore safely play for the point and game.

The eldest hand should always order up at the bridge when not sure of a trick: the weaker his hand, the greater the necessity for doing so.

ON DISCARDING.

When the dealer takes the trump up before the play begins, it is his duty to "discard" or reject a card from his hand, in lieu of the one taken up. We will suppose the Ten of Hearts to be turned, and the dealer holds the King and Right Bower, with the Ace and Nine spot of Clubs and King of Diamonds: the proper card to reject would be the King of Diamonds, for there would be no absolute certainty of its taking a trick. The Ace might be held by the opponents, and by retaining the Ace and Nine spot of Clubs, the whole suit of Clubs might be exhausted by the Ace, and then the Nine spot would be good; or, if the trump should be one of the red suits, and the dealer held three trumps and a Seven of Spades and Seven of Hearts, it would be better to discard the Spade, for, as the dealer's strength was in the red suit, the probabilities would be that the other side would be correspondingly weak, and therefore the Heart would be better than the Spade. Where you have two of one suit and one of another to discard from, always discard the suit in which you have one card, for then you may have an opportunity to "ruff."

THE LEAD.

We have seen that the game is opened by the eldest hand leading, and much depends upon this feature of the game.

Where a dealer has been assisted, it is a common practice to lead through the assisting hand, and frequently results favorably; for, in the event of the dealer having but the trump turned, a single lead of trump exhausts his strength, and places him at the mercy of a strong suit of lay cards. It is not, however, always advisable to lead a trump, for if the eldest hand holds a tenace, his duty is to manœuvre so as to secure two tricks; but this is only an exceptional case. The proper method of determining the nature of the lead is indicated by the quality of the hand and the purpose to be accomplished. The eldest hand, holding two Aces and a King with two small trumps, of course would lead trump through an assisting hand, for the reason that the only hope of securing a Euchre would be dependent upon the success of the lay suits, and they only can be made available after the trumps have been exhausted.

Where the dealer takes the trump voluntarily, the eldest hand is of course upon the defensive, and to lead trump under such circumstances would be disastrous.

Should your partner have the Right Bower turned, lead a small trump; by so doing, you will be sure to weaken your adversary's hand.

When your partner makes the trump, or orders it up, lead him the *best* trump you hold. Do this in any case.

When you hold the commanding cards, they should be led, to make the *march;* but if you are only strong enough to secure your point, side cards should be used; put the lowest on your partner's lead, if it be a commanding card; the highest on your adversary's.

When opposed to a lone hand, always lead the best card you have of a lay suit, so that the possibility of your partner's retaining a card of the same suit with yourself may be averted; particularly if it is a card of opposite color from the trump, for, if a red card should be trump, and an opponent played it alone, there would be more probability of his not having five red cards than of his holding that number, and the further chance, that if he did hold five red cards, it would, in like proportion, reduce the probability of your partner having one of the same suit, and give him an opportunity to weaken your opponent's hand by trumping it.

The exception to the above rule is, when you hold two or three cards of a suit, including Ace or King, and two small cards in other suits; in this case your best play would be to lead one of the latter and save your strong suit, for the reason that your partner may hold commanding cards in your weak suits, and thus you give him a chance to make a trick with them; and if this does not occur, you have your own strong suit as a reserve, and may secure a trick with it.

When playing to make a lone hand, always lead your commanding

trump cards first, reserving your numerical trumps and lay suit for the closing leads. When you have exhausted your commanding trumps, having secured two tricks, and retain in your hand a numerical trump and two cards of a lay suit, lead the highest of the lay suit to make the third trick, then your trump. For instance, suppose Hearts are trumps, and you hold the Right and Left Bowers and Ten of trumps, and Ace and Nine of Spades; lead your Bowers, then the Ace of Spades, following with the Ten of trumps and your lay Nine. The reason for playing thus is obvious. You *may not* exhaust your adversaries' trumps by the first two leads, and if either of them were to retain a trump card superior to your Ten, by leading the latter you would, in all probability, suffer the mortification of being Euchred on a lone hand. For example—we will suppose one of your opponents holds the Queen, Seven, and Eight of trumps, with a small Diamond and Club, or two of either suit: he would play the two small trumps on your Bowers, and if you led the Ten of trumps, he would capture it with his Queen, and lead you a suit you could not take. Your chance of escape from such a dilemma would be very small. On the other hand, if, on your third lead, you were to lead the lay Ace, you would force your adversary to play his remaining trump, and allow you to win the point.

When you hold three small trumps and good lay cards, and desire to Euchre your opponents, lead a trump, for when trumps are exhausted you may possibly make your commanding lay cards win.

When you make the trump next in suit, always lead a trump, unless you hold the tenace of Right Bower and Ace, and even then it would be good policy to lead the Bower, if you hold strong lay cards.

When you hold two trumps, two lay cards of the same suit, and a single lay card, lead one of the two lay cards, for you may win a trick by trumping the suit of which you hold none, and then, by leading your second lay card, you may force your opponents to trump, and thus weaken them. With such a hand it would not be good play to lead the single lay card, for you might have the good fortune to throw it away on your partner's trick, and ruff the same suit when led by your opponents.

When your partner has made or adopted the trump, it is bad play to win the lead, unless you are the fortunate possessor of a hand sufficiently strong to play for a march.

If your partner assists you, and has played a trump, and you have won a trick and the lead, do not lead him a trump unless you hold commanding cards, and are pretty certain of making the odd trick or a march, for your partner may have assisted on two trumps only, in which case such a lead would draw his remaining trump, and, in all probability, prove fatal to his most cherished plans.

When you have lost the first two tricks, and secured the third, if you hold a trump and a lay card, play the former, for, in this position of the game, it is your only chance to make or save a Euchre. There are only two exceptions to this rule, viz.: when you have assisted your partner, or when he has adopted the trump and still retains the trump

card in his hand. In the former instance you should lead the lay card, trusting to your partner to trump it; in the latter case, you should also lead the lay card, unless your trump is superior to your partner's, and your lay card is an Ace or a King, in which case you should play trump, and trust to the lay card to win the fifth trick. The reason for this play is very manifest: if your opponents hold a better trump than you, it is impossible to prevent them winning the odd trick, and, therefore, the Euchre or point; but if they hold a smaller trump, your lead exhausts it, and you may win the last trick with your lay card. This position frequently occurs in the game, and we recommend it to the attention of the novice.

TRUMPS.

In the game of Euchre, nothing is more important than the judicious employment of trumps, and the successful issue of the game is, perhaps, more dependent upon a thorough knowledge of their power and use, than all the other points of the game combined. In the course of this article we have already had much to say about trumps, particularly in that portion which treats of the lead, but if our readers will permit, we propose to briefly notice one subject which has remained untouched—that of trumping, or ruffing, as it is technically termed; and if our ideas on the subject will prove of any service to the tyro in the game, we shall have accomplished all we designed, both by this and other portions of the present article.

If your partner adopts or makes the trump, and you hold the Right or Left Bower alone, ruff with it as soon as you get the opportunity.

When playing second, be careful how you ruff a card of a small denomination the first time round, for it is an even chance that your partner will take the trick if you let it pass. When such a chance presents itself, throw away any single card lower than an Ace, so that you may ruff the suit you throw away when it is led.

When your partner assists, and you hold a card next higher to the turn-up card, ruff with it when an opportunity occurs, for by so doing you convey valuable information to your partner.

When you are in the position of third player, ruff with high or medium trumps. This line of play forces the high trumps of the dealer, as at the game of Whist, and thereby you weaken your adversaries.

When your partner leads a lay Ace, and you have none of that suit, do not trump it; but if you have a single card, throw it away upon it.

CONCLUDING HINTS.

Never lose sight of the state of the game. When you are four and four, adopt or make the trump upon a weak hand.

When the game stands three to three, hesitate before you adopt or make a trump upon a weak hand, for a Euchre will put your adversaries out.

When you are one and your opponents have scored four, you can

afford to try and make it alone upon a weaker hand than if the score was more favorable to you.

When you are eldest hand and the score stands four for you and one for your opponents, do not fail to order up the trump, to prevent them from going alone. Of course you need not do this if you hold the Right Bower, or the Left Bower guarded.

Be very careful how you finesse, or underplay—skilful players may attempt this in critical positions, but as a general rule the tyro should take a trick when he can.

Never trump your partner's winning cards, but throw your losing and single cards upon them.

When second hand, if compelled to follow suit, head the trick if possible; this greatly strengthens your partner's game.

EUCHRE WITH THE JOKER.

A EUCHRE pack is usually accompanied by a specimen blank card, which has given rise to this amusing variety of the game of Euchre. It is called "the Joker," or highest trump card, and ranks above the right bower. If this "Joker" should happen to be turned for trump, the dealer has the privilege of naming any suit he pleases for trump. In all other particulars the game is played in the same manner as the regular game of Euchre. (See Railroad Euchre, page 198.)

TWO-HANDED EUCHRE.

IN this, as in the four-handed game, the deal being made, the non-dealer may pass or order up; should he pass, the dealer, at his option, may pass, or discard and take up the trump, when the game begins by the lead of the non-dealer; but should the dealer think his hand not strong enough to risk a play, he too will pass, when his adversary may pass again, or make a trump (which, as a general rule, should be next in suit); if he pass a second time, the dealer has the right to make a trump or again pass, in which case the cards are to be bunched, and the deal passed to the original non-dealer.

If the dealer takes up the trump and plays the hand, he must win three tricks to make a point; or should he take the five tricks, he makes a "march," which entitles him to score two points. Should he fail to make three tricks, he is Euchred and his adversary counts two points. The same rules apply to the party ordering up, or making the trump.

In passing, or ordering up, much will depend upon the state of the

game, and what the player desires to accomplish; he may pass upon a good hand, when he has reason to believe that by so doing he will Euchre his adversary, should he play the hand. In this case, too, he should have good reason to suppose that his adversary will take up the trump, or else have cards to make the trump himself.

The player, remembering that he has but a single hand to contend against, may play, or even order up, if he has a reasonable hope of making three tricks.

Lead your strongest trumps first, until you have won two tricks, and then, having a trump left, lead some other card, so that, if your adversary takes it, you may have a chance to trump the card he leads, and thus make your point. Having won two tricks, and your adversary being without a trump, play for a *march*, by leading trumps, or your highest cards.

The deal is considered equal to a point, therefore never pass the deal unless to save a Euchre.

Having discarded, you have no right to take the card back and discard another, even though you have made a mistake. Your opponent must profit by your mistakes, as well as by your bad play, or weak hand.

The rules of the four-handed game apply equally to two-handed Euchre.

THREE-HANDED EUCHRE.

THIS game, as its name indicates, is played by three persons, and as each one plays for himself, and is therefore opposed by two adversaries, the game requires closer attention, and the exercise of more judgment than any of the other Euchre games.

This variety of the game of Euchre is, of course, in almost all points identical with the four-handed game; although the object of the players each being opposed to the other two, becomes greatly modified by circumstances. The only point of difference is in the *march*, which gives the succesful player three points following the analogy of the four-handed game, where a lone hand counts four—and the two-handed game, where a march counts two, one for each player.

In two-handed Euchre, the player may stand upon a slight hand, but not so in this game; to stand or order up he must have a good hand, inasmuch as he has two hands combined against him, and should he be Euchred, both adversaries count two.

Another important feature of the game is, that the play varies according to the stage of the game; for example—at the beginning of the game, each player strives to make all he can for himself; at the first play the dealer makes a *march*, and counts three; the next dealer makes one point, and the third dealer one; the first dealer again deals

and turns down the trump, No. 2 passes and No. 3 makes the trump and a point; the game now stands thus:

Dealer No. 1.....3 points.
" 2.....1 point.
" 3.....2 points.

No. 2 now has the deal, and should he be Euchred, No. 1 wins the game: therefore, while No. 1 plays to win the game by a Euchre, No. 3 plays to let the dealer make a point, which would make the game stand thus:

No. 1.....3 points.
" 2.....2 points.
" 3.....2 points.

The deal is now with No. 3, and he will play to make a march and go out; No. 1 will oppose and if possible Euchre No. 3, which would of course put him out. It is, however, evidently the policy of No. 2 to prevent the Euchre, and allow No. 3 to gain a point, that each may have another chance to win the game. No. 1 and No. 3 are now both three and No. 1 deals, but not having a strong hand and fearing a Euchre, he turns down the trump. No. 2 *makes* the trump, and a point, his adversaries playing to prevent him making a march. Each player is now three, and No. 2 deals; but as all are anxious to win the game without dividing the honor or profit, the dealer is permitted to make a point, but not a march, if his opponents can prevent it.

No. 3 next strives to win by a march, but, as in the last case, his adversaries play to prevent him making more than one point: and the same strife occurs when No. 1 deals.

Now, as each player is four, the game must terminate with the next deal, so that the dealer must either make his point or be Euchred, in which case both his adversaries win, and therefore on the last deal, both non-dealers play the strength of their combined game against the common enemy, and thus beat him, if they can. The dealer, however, has a remedy against a defeat, which is in this: if, upon examining his hand, he believes he cannot make a point, he can pass, and thus throw the deal elsewhere, thus having one more chance to win, and the same policy may be pursued by each player, until the game is played out.

If two players go out together, in consequence of a Euchre, the elder hand of the two wins.

SET-BACK EUCHRE.

THIS game may be played by two or more persons, and is governed by the same rules as ordinary Euchre, except in the matter of counting, as hereinafter explained. It is quite amusing and exciting, especially when played for money.

Suppose four persons sit down to play, and agree that the pool shall be one dollar: each one contributes twenty-five cents. At the beginning of the game, each player is five, and now the struggle commences to wipe out these scores, and thus win the game. Each player plays for himself, and all are combined against him who orders up or plays the hand. Should any one not win a single trick, he has one point added to his score, and whoever is Euchred is obliged to put another quarter into the pool, and has two points added to his score.

The player who thinks he cannot take a trick, has the right to throw up his hand, and thus save himself from being *set back*. The player who is the first to reduce his score to nothing, wins the game and the pool.

A *march* counts from two to six points, corresponding with the whole number of players in the game.

The above is the game of Set-Back Euchre pure and simple, but various modifications are frequently introduced. The following are the most popular of these:

After a trump is made, ordered up, or taken up, should any player deem himself possessed of a sufficient force of trumps to make a march, he will say, "I declare"—which signifies he will play to take all the tricks—and if he is successful in making the march, he wins the game and pool, no matter how many points are scored against him. Should he, however, be unsuccessful in the undertaking, he forfeits double the number of points against him, and, in addition, must pay in the pool the penalty of a Euchre. For instance, if a player stands with seven points to go, and *declares* without making the march, he must be "set back" to fourteen points, and pay a quarter to the pool. The player who declares to make a march has the privilege of the lead, and becomes eldest hand, unless he be the dealer; but if the dealer declares, he does not have that privilege. In some circles it is customary for the unsuccessful players to pay to the winner of the pool a certain sum (previously agreed upon) for each point they have to go when the game is concluded; this is not, however, considered a rule to be strictly followed, but may be left to the option of the players.

Another variety of this game is played as follows: When the party adopting, making, or ordering up the trump, is Euchred he is set back two points, while his adversary scores two, as in the ordinary game.

FRENCH EUCHRE.

This interesting modification of the game of Euchre is played with a pack of twenty-eight cards, the Sevens and Eights being discarded. Five cards are dealt to each player, as in the ordinary game, but no trump is turned. After the deal has been accomplished, the players bid

for the privilege of making the trump, commencing with the eldest hand, and going in rotation to the dealer, who, unless some other dealer anticipate him by bidding five tricks, has the last say. When a player proposes to take a certain number of tricks in any named suit, and the opposing side declines to outbid him, the suit thus named becomes trump. The eldest hand then leads, and the play proceeds as in the regular four-handed game. The player who makes the highest bid must accomplish all he proposes, and if with the assistance of his partner he fails to take the required number of tricks, he is Euchred, and the adverse side score all he would have counted had he been successful. To illustrate this, we will suppose that A, B, C and D are playing the game, A and C being associated as partners against B and D. D deals, and A being the eldest hand bids two tricks in Hearts, B bids three in Clubs, C bids four in Hearts. D, who has the last say, seeing that his partner's suit is Clubs, and presuming that he holds the Left Bower, and being very strong in Spades, bids five tricks in the latter suit. B and D fail to take five tricks, and the opposing side score five towards game, which is fifteen points. Should either side take more tricks than they bid, they can only score the number proposed, and not the actual number taken. Thus, if A and C bid, and succeed in taking three tricks, there is no further necessity of continuing the round, for even if they should take one or two additional tricks they cannot score more than the original three proposed. In all other particulars French Euchre is governed by the laws of the ordinary, and, we think, superior game.

LAP, SLAM, JAMBONE, AND JAMBOREE.

By whom these variations were invented is unknown, but it is generally conceded that they are of Southern origin, where Euchre has long been a decided favorite, and where these variations are more frequently played than in any other part of our country.

LAP.

The *Lap* game may be played by two, three, or four persons, when they agree to play a series of games, so that the *lap* may be applied, which is simply counting upon the score of the ensuing game all the points made over and above the five of which the game consists. For example, if one party, having made four points, should Euchre his opponents, or make a march, either of which entitles him to score two points, he not only wins the game then being played, but counts one point on the next game; or, if a player in a four-handed game, having four points, plays a lone hand, and makes his five tricks, he wins the

game and scores three points on the next game. When the lap game is played, it is usual to count four points when a lone hand is Euchred.

SLAM, OR LOVE GAME.

Slam and *Love* appear to be synonymous terms, and, when applied to games, imply that when a party has won a game before his opponent has made a single point, the vanquished has been *slam'd*, or played a Love game. The term *Love* is used in all games, and simply means nothing. In billiards, the professional marker or keeper of the game announces, at the end of each count, the state of the game, thus—twenty-five-love—meaning that one player is twenty-five and the other nothing. In Euchre, the penalty for being *slam'd* is, that the game thus lost is to be counted a double game, and must be counted as two games. And further, suppose a player, being four, and his adversaries nothing, plays a lone hand and makes his five tricks, he not only wins that game, which is to be counted as two games, but counts the extra three points on the score of the third game, by means of the Lap as heretofore explained.

JAMBONE.

Jambone is a word unknown to Webster, but, as applied to Euchre, means that a party who plays Jambone plays a lone hand with his cards exposed upon the table. Thus, if a player holds what he supposes to be an invincible hand, with which he cannot fail to win five tricks, announces in his turn that he will play Jambone, he spreads his cards upon the table face up. When the cards are thus exposed, the player entitled to the lead has the right to call any one of the cards so exposed to be played to the first trick, but this right does not extend to any but the party entitled to lead. Let us illustrate by a single example:

Suppose the dealer turns up as the trump card the King of Hearts. The other players pass, or his partner may propose to assist—but, upon examining his cards, he finds he holds the two red Bowers, the Ace and Ten of trumps, and a card of some other suit, and thereupon determines to risk a Jambone, which he announces, and exposes his cards, having discarded the odd card. The eldest hand, or player entitled to the lead, holds the Queen of trumps, plays it, and calls for the Ten, which the dealer is obliged to play, thus losing the trick. Although he wins the other four tricks, he can count only one point; but should it so happen that that the Jambone player, under all the disadvantages of exposing his hand, and of giving the elder hand the right to call for either of his cards, as explained, wins all the tricks, he is entitled to count eight points.

The right to the *call* is forfeited when the partner of the player having the lead gives any intimation which enables the two to win the first trick.

A Jambone hand may be played by either party, subject to the same rules which govern playing alone in the regular game.

When the adverse party order up or make the trump, a Jambone hand cannot be played, and the holder must be content with the satisfaction of Euchring his opponent.

The Jambone player being entitled to lead, his left-hand opponent only, has the right to say which of the exposed cards shall be led.

No *call* can be made after the first trick has been played, after which the Jambone player may exercise his own judgment, and lead whichever card he pleases.

If the Jambone player wins less than five tricks, he can score but one point; and should he fail to win three tricks, his adversaries are entitled to score eight points.

When the dealer plays Jambone, and the eldest hand leads a card not a trump, but which the dealer will trump, he should call for the lowest exposed card, so that his partner may have a chance to play a higher trump than the one called, and thus win the trick.

If the dealer holding a Jambone hand finds that by discarding and taking up the trump, he weakens his hand, he is not obliged to discard, so that the turn-up card merely indicates the trump suit.

A Jambone player cannot be deprived of his right to trump if he cannot follow suit.

The player calling the card for the first trick, must call it the moment he leads, or he forfeits his right to the call.

If the lead belongs to the Jambone player, his opponent entitled to the call must call before a card is played, otherwise the Jambone player may play any card he chooses, the right to the call being forfeited.

These are the most important points in the Jambone game, which the player will find quite interesting, and which will call forth his greatest skill and the exercise of his profoundest judgment.

JAMBOREE.

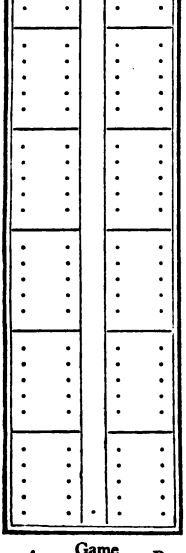
Jamboree signifies the combination of the five highest cards, as, for example, the two Bowers, Ace, King, and Queen of trumps in one hand, which entitles the holder to count *sixteen* points. The holder of such a hand, simply announces the fact, as no play is necessary; but should he play the hand as a Jambone, he can count only eight points, whereas he could count sixteen if he played it, or announced it as a Jamboree.

When the parties are playing Laps and Slams, and one of the players has four points to his opponent's nothing, and announces a Jamboree, the sixteen points thus won, added to his four, making twenty points, is equal to four games, each of them a Slam, which entitles him to count eight games in all.

Jamboree, like Jambone, cannot be played as such, if the adverse party order up the trump or make it, in which case the hand can only make two points, as in an ordinary Euchre.

CRIBBAGE.

THE game of Cribbage is played with a full pack of fifty-two cards: Sixty-one points constitute the game. These points are scored on a Cribbage Board, of which the following diagram is a representation. It has, as will be seen, sixty-one holes, and in these the points aforesaid are marked; the whole table being subdivided into compartments of five holes each. In this article, Walker is our authority.



A Game Hole. B

The board is placed either across or lengthways between the players. It is a matter of indifference how the end of the board from which you commence is placed; but you must count from that end which contains the sixty-first, or game hole; beginning at the outside edge (A or B), and passing along it to the top, then down the inside row to game. To mark the game, each player has two pegs; if the first score be two, stick a peg and leave it in the second hole, and when next it becomes your turn to mark, place the other peg in the number that gives the points you have to mark, counting from your first peg. When you have to mark a third score, take out the back peg, and reckon from the foremost, which must never be disturbed during the progress of the game, the scores being invariably marked by the hindermost peg of the two. Thus, the foremost peg always keeping its hole, the players can detect the amount that is marked, and check each other's score. To avoid confusion, it is usual for the pegs of each party to be of different colors; although the one player never, in any way, touches his adversary's half of the board

All the Kings, Queens, Knaves, and Tens count as ten each the rest of the cards according to their ordinary value, as Sixes for six, Eights for eight, and so forth; Aces reckon one only. This means merely their value as cards. The points which count for the game are made by Fifteens, Sequences, Flushes, Pairs, &c.

There are games at Cribbage for two, three, or four players; but the theory is contained in

Five-card Cribbage for two players.

FIVE-CARD CRIBBAGE.

The players shuffle the cards in the usual manner, and cut for deal. The player cutting the lowest card deals. The lowest card in cutting is always the Ace; when a tie occurs, the players must cut again. The deal determined, the cards are shuffled by the dealer, who then lays them on the table on his opponent's side of the Cribbage-board, which is usually placed on the table between the players. The non-dealer then cuts the pack into two parts; and with the undermost half the dealer distributes five cards each, beginning with his adversary. The dealer then places the remaining cards on the other heap, and the pack remains undisturbed by either party till the crib cards are discarded. Each player then looks at his hand, and thows out two cards, it being imperative that the non-dealer throws first. The elder hand (the non-dealer) then again cuts the cards on the table by taking up any number, not fewer than three, without exposing the faces of any of the cards; the dealer lifts the topmost card of the lot left on the table, the non-dealer replaces the cards he cut, and the dealer puts the top card, face upward, on the whole. This operation, though rather complicated in description is very simple in practice. The discarded and the exposed cut-card (the turn-up) form what is called the *crib*. The number scored in the crib belongs always to the dealer; the deal being taken alternately. If a Knave happens to be the "turn-up," the dealer takes "two for his heels." The turn-up is reckoned in making up the score of each player's hand, as well as of the crib.

The game then commences. The elder hand plays a card—on his own side of the Cribbage-board—calling out the value of the card played. Thus, we will suppose the elder hand to hold a King, Knave, and a Five; and the dealer, a Seven, Knave, and Eight; and that a Four has been turned up. The non-dealer then plays (say) the Knave, and says, "Ten;" the dealer replies by playing his Knave, and cries "Twenty," and takes two for the pair; his opponent then plays his King, and says "Thirty." This being the nearest point to thirty-one, and the dealer having no Ace in his hand, cries "Go," when his adversary scores one hole on the board. Each player's hand is then counted; the elder scoring four—two for each fifteen; and the dealer two, for the Seven and Eight, which makes fifteen. But if the Knave in either hand be of the same suit as the turn-up, the holder of such Knave scores "one for his nob." The crib is then taken by the dealer, and the game proceeds as before. Or, to explain this more fully: after dealing, laying for crib, and cutting, as explained, the elder hand plays a card, which the other endeavors to pair or fifteen—the pips on the one card being added to those on the other. Then the non-dealer plays another card, and so on up to thirty-one, or the nearest point to it. For the "go" a single hole is scored, except when exactly thirty-one is made, when two holes are added to the score of the player whose card makes the required number.

The points which each party has made, during the playing out the hand, having been all taken at the time they were gained, and the deal being finished, each party now completes his score, and marks that number of points towards game to which he is entitled. The non-dealer reckons first; and, having marked his gains, if any, on the board, the dealer in his turn counts—first, his hand, and then his crib, for the crib belongs to the dealer.

The hands are reckoned thus, in every way that it is possible to produce the combination:

	Points.
For every fifteen—as, 7 and 8; 10 and 5; 9 and 6; 8, 3, and 4, &c.,	2
For a sequence of three or four cards—as, 2, 3, 4, 5	3 or 4
For a flush in hand, that is, three cards of any one suit	3
For a full flush, when the cards in hand and the turn-up are of the same suit	4
For a pair (two of a kind, as two Fives, Sixes, Sevens, &c.)	2
For a pair-royal (three of a sort)	6
For a double pair-royal (four of a kind, as four Kings, Aces, &c.)	12
Knave of the suit turned up (the nob)	1

Sequences always count double when, in the four cards, there are two of a sort. Thus: suppose the hand to consist of a Seven, an Eight, and two Nines, the score would be ten—two for the fifteen 7 and 8), and six for the double sequence, 7, 8, 9; 7, 8, 9; with two for the pair of Nines. Or, again, suppose the hand to consist of a Three, a Four, and two Fives, the score would be—

3 4 5	3 holes	8 holes.
3 4 5	3 "	
The pair	2 "	

The non-player, at the commencement of the game, takes three holes as an equivalent for the crib belonging to the dealer. This "three for non-deal" may be taken at any part of the game, but it is usual, in order to avoid confusion, to take them at the beginning.

After counting up all the points another deal then takes place, and is conducted in a similar manner; and so on, until either one of the parties has completed the required number of sixty-one, when he is proclaimed the victor, and the game is finished.

In reckoning the hand and crib, after the deal, you have been already informed that the non-dealer counts first. It will facilitate your reckoning, if you sum up the amount of points to which you are entitled, in the following order: Firstly, Fifteens; secondly, Sequences; thirdly, Flushes; fourthly, Pairs, Pairs-Royal, or Double Pairs-Royal; fifthly, the point for the Knave. Reckoning up the hand, or crib, is technically termed "showing." Thus the non-dealer is said to have "the first

show," a point of immense importance at the final stage of the game; since he may thus be enabled just to "show out," and consequently win the game; while the dealer may hold in his hand, and crib, points enough to make him out three times over, but altogether useless, since he has not the first show.

The non-dealer having summed up his score, under the observation of his opponent, the latter then performs the same operation, as relates to his own hand. He then turns up crib, which has up to this time lain *perdue*, and scores all to which it may entitle him.

Cribbage differs from all other games at cards by the almost numberless varieties of chances it affords. In almost all the books on card games, Cribbage is said to be useful to young people in accustoming them to calculate readily. We may perhaps take this with the least possible grain of salt. Let us now explain the principal

TECHNICAL TERMS USED IN CRIBBAGE.

Crib.—The two cards thrown from the hand of each player. These, with the turn-up, form the dealer's crib.

Fifteens.—Every two, three, or more cards which, added together, make fifteen, reckon two holes towards game, whether they be made in play, hand, or crib. Fifteens may be formed of court cards and Fives, Tens and Fives, Nines and Sixes, Eights and Sevens, or by three or four cards together. Thus, a hand consisting of three Fours with a Three turned up would count eight—a fifteen and a pair-royal; a hand of a Nine and three Sixes would count twelve—three fifteens and a pair-royal. Or, 7, 7, 4, 4, eight points—two fifteens and two pairs; or a crib of 7, 7, 7, 7 and 1 on the pack, would score 24—six fifteens and a double pair-royal. Or a crib consisting of four Twos and a Nine turn-up, 20—fifteen 8 and 12 for pair-royal, and so on *ad infinitum*. This method of counting fifteens is common to all games at Cribbage. Whenever fifteen can be made of two, three, or more cards, in play or hand, the player making the fifteen adds two points to his score.

Pair or Pairs.—Every pair made in the play or the hand reckons for two points. To pair is to play a card of the same denomination. If a tenth card be played, and you can answer it immediately with a similar tenth card, without exceeding thirty-one, it is a pair, and counts two. But in these pairs, all tenth cards do not count alike; it must be King for King, Queen for Queen, Knave for Knave, and lastly Ten Spot for Ten Spot. At the end of the deal, you take the turn-up card to assist you in pairing, and count two for all pairs made by its assistance.

Pair-Royal or Prial.—This consists of three cards of a similar sort, held either in hand or crib, or occurring in the course of the game, as three Kings, three Aces, three Nines, &c. It scores six. Thus: if the leader play a Six, you put another Six on it, and score two for the pair; he then returns a Six, makes a pair-royal, and counts six points. If you have a pair-royal in you hand or your crib, you also score six for it; and should you only hold a pair, and turn up the third, it reckons

also for six. It is needless to say these combinations do not count for points, when other cards have been played between them.

Double Pair-Royal.—Four cards of a sort make this combination, for which the score is twelve; alike, whether made in play, or in the hand, or in the crib. The turn-up card reckons with hand and crib, in this, as in every other case. Moreover, should your opponent have made a pair-royal, by playing a third of a sort, you are entitled to the double pair-royal, if you answer him with a fourth.

In taking six for a pair-royal, or twelve for a double pair-royal, you are not to suppose that the six and the twelve are merely increased numbers, bestowed as premiums for such combinations of the cards, and settled by arbitrary arrangement, independent of the rule that two points are allowed for every pair. A pair reckons for two, and the same principle, applied to a pair-royal, produces six; because, as a pair-royal contains three distinct pairs, you score two for each pair. Place, for instance, three Sixes in a row on the table, and mark them 1, 2 and 3, thus:

1	2	3
Six	Six	Six

Here Nos. 1 and 2 form the first pair, Nos. 1 and 3 the second pair, and Nos. 2 and 3 the third pair; without the same two cards having ever been reckoned more than once together.

Having analyzed this example, there will be little difficulty in ascertaining the number of pairs to be found by *taking in pieces* a double pair-royal The readiest way to attain demonstration is to place the four Sixes in a row on the table, as you did the three Sixes, and number them 1, 2, 3, and 4, thus:

1	2	3	4
Six	Six	Six	Six

Nos. 1 and 2 combined together, form a pair, and yield two points, for which carry out	2
Nos. 1 and 3 form the second pair, and give two more	2
Nos. 1 and 4 form the third pair	2
Nos. 2 and 3 form the fourth pair	2
Nos. 2 and 4 form the fifth pair	2
Nos. 3 and 4 form the sixth pair	2
Total	12

Thus, we have six distinct pairs in a double pair-royal, which of course, are thereby entitled to twelve points. Observe, that in making these points, although we reckon the cards over and over again, they always unite in different associations, and the same two cards are never reckoned twice together.

Sequences consist of three or more cards following in successive numbers, whether of the same suit or otherwise. He who holds them scores one point for every card in the combination, whether it take place

in playing or in counting the hand or crib. But there cannot be a sequence under three cards. As in certain other cases, the court cards King, Queen, and Knave, rank in sequences, after their usual classification as to rank, and not all alike as tenth cards. To form a sequence in play, it matters not which of the cards is played first or last, provided the sequence can be produced by a transposition of the order in which they fell. Thus, you lead the Five of Hearts, your adversary returns the Three of Diamonds; you then play the Four of any suit, and score three for the sequence; he then plays Six and makes four, and so on as long as the continuous sequence can be made. The spirit of this rule may be applied to all combinations occurring in regular successions.

You here observe that it does not matter of what suit are the cards forming the sequence, nor does the order signify in which they are played. You must not pass thirty-one in making a sequence. If a sequence in play is once broken, it must be formed afresh, or cannot be acted on.

In reckoning your sequences at the close of the deal, you use the card turned up along with your hand and crib; and reckon them every time they will. A single example of this will here suffice:

Suppose the crib to consist of two Kings (Clubs and Diamonds), and two Queens (Hearts and Spades), the Knave of Spades being the card turned up, how many can you take for sequences?

Twelve, being four sequences of three each; to be computed by pairing the Knave with the Kings and Queens; ringing the changes in the latter somewhat in a similar manner to the mode in which you have been taught to form a double pair-royal. To simplify this, take the Knave, the two Queens, and the two Kings, and spread them before you; when they will count thus:

Knave, with Queen of Hearts and King of Clubs.....
Knave, with Queen of Spades and King of Clubs.....
Knave, with Queen of Hearts and King of Diamonds.....
Knave, with Queen of Spades and King of Diamonds.....

Points for four sequences.....

A Flush.—A Flush cannot happen in play, but occurs only in computing the hand or crib. A Flush signifies that all the cards in hand or crib are of the same suit, in which case you are allowed to mark one point for every card of which the Flush is composed. Thus, if your hand comprise three Hearts, you will take, on scoring for your hand, three for the flush in Hearts: and should the turn-up card chance to be also a Heart, you will add another point for that, making four altogether. You are not permitted, however, to reckon a flush in the crib, unless the cards, of which the crib is composed, are of the same suit as the card turned up. It is essential to recollect the difference between a flush in the hand and a flush in the crib.

His Nob.—The Knave of the turned-up suit. In counting, in hand or crib, it marks one point.

His Heels.—The Knave when turned up. It reckons for two holes, but is only once counted.

End Hole.—The same as "The Go."

Pegs.—The little brass, wooden or ivory pieces with which the game is scored on the board.

The Go.—The point nearest thirty-one. If thirty-one exactly be made, the player scores two holes; for the simple "go," one hole; in addition, of course, to any more he may make with his last card.

Last—The three holes taken by the non-dealer at Five-card Cribbage.

Start Card.—The card turned upon the pack by the dealer.

THE LAWS OF CRIBBAGE.

OF CUTTING AND DEALING.

1. In playing single games, the parties shall cut for deal every game, but in playing rubbers, they must cut only at the commencement of each rubber. The deal is won by him who cuts the lowest Cribbage card; tenth cards being all equal in cutting. The Ace is the lowest card in the pack. Should both parties cut alike, it is a tie, and they must cut again.

[The old habit of counting all court cards as tenth cards *in cutting* is obsolete, the King being higher than the Queen, &c., and the Ten below the Knave.]

2. In cutting for the deal, he who cuts first must not lift off fewer than four cards; nor must he leave a number so small that he who cuts last cannot make a legal cut. He who cuts last must not lift less than four cards, nor must he leave less than four in the remainder of the pack.

[*Example.*—C cuts first for deal, and leaves only seven cards. This is not a lawful cut, and C must cut again, since if his antagonist, D, then lift the four cards, which are the minimum he may cut, he would only leave three behind him, instead of four.]

3. Either player may shuffle the cards prior to dealing, but the dealer shall have, if he choose, the last shuffle. After the cards are cut for the deal, no one can touch the pack, previous to dealing, except the dealer.

4. In dealing, the cards must be delivered one at a time, and, during the dealing, neither party shall touch any one of the cards in either hand.

5. No penalty is attached to the dealer's showing any, or all, of his own cards, in dealing; whether purposely or otherwise. But should the dealer show any one of his adversary's cards, in dealing, the latter may immediately score two points; and, in addition, if he thinks proper, may demand a fresh deal; but this must be done before touching any of his cards. Should the dealer, in dealing, meet with a faced card in the pack, there must be a new deal.

[We need hardly add, that in all cases of a new deal, the pack mus

be shuffled and cut again, and also that the deal never passes, as it does in Whist, by way of penalty, but the dealer deals over again.]

6. From the time the dealer, having dealt, lays down the pack, until the time the non-dealer cuts for the start, if either party touch the pack, his adversary may mark two points.

7. In cutting the pack for the start-card, the non-dealer shall not lift off less than three cards, nor leave less than four behind.

OF MISDEALS.

8. Should the dealer misdeal, and not discover the error before either one of the hands is taken up, his adversary is entitled to mark two points; and there must also be a fresh deal, as there must be, in fact, in every case of a misdeal. If, during the deal, the non-dealer expose any one of the cards to view, the dealer has the option of dealing again; without, however, being suffered to look at any of his cards before demanding the fresh deal. (See note to Law 5.)

[No penalty is consequent upon showing any, or all your cards, during the playing out of the hand; nor on showing the cards you throw out for the crib, however improper to do so.]

9. Should the dealer give his adversary more than five cards, the non-dealer may mark two points, and there must be a fresh deal; but, in such case, the non-dealer must discover the error, before he takes up his cards, or he cannot claim the two, though there must still be a new deal. Should the dealer, in dealing, give himself more than five cards, his adversary may mark two points, and either call a fresh deal, or draw the extra card, or cards, from the hand of his opponent. Should the dealer give to either party less than five cards, there must be a fresh deal; and should the dealer deal two cards at once to either party, there must be a new deal, unless his adversary consent to his withdrawing the surplus card; in which case it must be placed on the top of the pack.

10. Should either player be discovered to have more than five cards in hand, his adversary may mark four points, and demand a new deal. (Always count your cards before you take them up.)

[This is a club law, and is seldom enforced in private circles.]

11. Either player having two many, or too few cards in hand, at any one time, entitles his adversary to score two holes; and gives him, in addition, the option of demanding a new deal.

OF LAYING OUT FOR THE CRIB.

12. The non-dealer shall lay out for the crib before the dealer. In laying out for the crib, a card once quitted cannot be recalled. If either party mix any of his cards with the crib, his adversary may mark two holes; and has, in addition, the choice of calling a new deal. No one but the dealer has a right to touch the crib; and he, himself, is not to count crib, if in touching it, until he take it up for the purpose of counting it.

OF THE SCORE.

13. The non-dealer, at the commencement of the game, in five-card Cribbage, scores three points, called *three for last;* but in six and eight-card Cribbage this is not to be done.

14. The three holes allowed the non-dealer at the commencement of the game, may be taken by him at any time during the game. But should he, unwittingly, suffer his adversary to peg into the end-hole, without having taken them, it is too late to rectify the error.

[*Example.*—The game is, in fact, then already over, being won by the other party's attaining the sixty-first hole.]

15. Should the dealer turn up a Knave, and neglect scoring the two points for such Knave, until he has played his first card, he cannot take the two points.

[He is, however, in time to take the two points, after his adversary has played his first card; a distinction of some consequence, since we are all liable at times to forgetfulness.]

16. Unless previously specified, Lurches shall not be played.

[*Example.*—M is said to lurch N, should he attain the end, or sixty-first hole of the board, before the latter has pegged the thirty-first hole; or in other words, before N has turned the corner. A Lurch counts as a double game. On beginning to play, always ask your adversary, "Do we play Lurches?"]

17. Should either party take more points than his due, either in play, or in scoring for his hand or crib, or in inflicting any penalty for breach of law, his adversary shall first put him back as many points as he has over-marked, and may then add such points to his own score.

[*Example.*—E inadvertently marks six for his crib, instead of four. F replaces E's foremost peg at a distance of four holes behind the other peg, and then marks to his own game the two points. But if, in the very proper infliction of this penalty, F by mistake, takes E down too many holes, he becomes in his own turn the aggressor; and E inflicts a similar penalty in like manner. So too, if after taking back E's score, it is satisfactorily proved that E was originally correct in his computation, the latter must replace his pegs, as they were when first touched by F; and then, taking in addition the supernumerary holes from F, marks at once for the whole score.]

18. Should either party mark fewer points than he ought, his adversary cannot add them to his own score.

[It is a vulgar error to suppose that if G, having to score eight, mark but six, H, his opponent, can take the two points, and add them to his own score. We think it the more necessary to speak decidedly on this point, inasmuch as it is a case of frequent dispute. It is, surely, penalty quite sufficient, that G should lose the two points he might have

taken, without his being punished in addition for what may be termed, his unthinking generosity—*anglice*, "his folly."]

19. No player can call upon his antagonist to assist him in making his score.

[*Example.*—Suppose K to say to L, "Am I not twelve?"—L replies properly enough, "I shall neither tell you, nor shall I pass my opinion on the subject. If you take more than you ought, I shall take you down;" *et voila tout!*]

20. Should either player touch any one of his opponent's pegs, except for the purpose of taking down any score improperly calculated, or for the purpose of replacing them if accidentally knocked-out, his adversary may mark two points. Should either player touch one of his own pegs, except when entitled to score, the opposite party may score two points. Should a player displace both his pegs, accidentally, he must allow his opponent to replace them, according to the best of his judgment; or in the event of not submitting to this, shall be declared the loser of the game; and, should either party displace his foremost peg, however inadvertently, he must replace it in the hole immediately behind his back peg wherever the latter may happen to be.

[His back peg becomes thus his front peg.]

21. Should either party score the game as won, erroneously, he loses that game.

22. In the act of marking points on the board, should the pegs be once quitted, the score cannot be altered. If any points, which ought to be taken, remain unscored after the playing subsequently of two cards, such points shall not be taken at all. Should either player put his cards on the pack, without taking for them, whether hand or crib, he forfeits such points.

MISCELLANEOUS.

23. Should either party show a card, it being his turn to play, he must play that card, if it will legally come in. If otherwise, no penalty.

24. Should either party neglect to play, when he can come in, under thirty-one, his adversary may mark two holes.

[In addition to this, at six-card Cribbage he is disqualified from playing his other cards.]

25. The hand, or crib, when counted for, must be spread conspicuously on the table; and remain there until the opposite party appears satisfied as to the correctness of the amount.

26. No penalty can be exacted for calling the number erroneously, while playing the hand.

[*Example.*—P plays a Nine, and Q answering with a Five, calls "thirteen," by mistake. P then superadds a Two, calls "fifteen," and wants to mark two points for such fifteen. In this he is wrong; it being equally his fault with his adversary's, that the first amount of pips was

erroneously proclaimed thirteen, instead of fourteen. Courtesy will teach you to set your opponent right on the occurrence of similar mistakes.]

27. Should either party refuse submission to any penalty he may have rightly incurred, his adversary may immediately throw up his cards and claim the game.

28. No bystander shall in any way advise, dictate to, interfere with the players, or touch the cards.

29. All disputes on points unprovided for in the Laws of Cribbage, must be referred to the decision of a third party, whose judgment shall be received as final.

MAXIMS FOR LAYING OUT THE CRIB.

Much of the success of the Cribbage player depends on the manner he lays out his cards for crib. The player should consider not only his own hand, but also to whom the crib belongs, as well as the state of the game; for what might be proper in one situation would be highly imprudent in another.

Firstly, When it is NOT your own crib, you will lay out such cards as are likely to be, in an average number of cases, of the least possible advantage to your opponent, in the production of pairs, fifteens, sequences, &c.

Secondly, When it is your own crib, you will lay out favorable cards for the crib.

Thirdly, It being your own crib to which you are about to discard, you will prefer consulting the interests of the crib, in preference even to those of your hand.

The most advantageous Cribbage cards are Fives, Sevens, Eights, &c., when so assorted as to form fifteens, sequences, pairs, or flushes. The Five is, of all others, the most useful card, since it makes fifteen equally with either one of the tenth cards, of which there are no fewer than sixteen in the pack. Fives must therefore be in general the most eligible cards to lay out to your own crib, and the least eligible (for you) to lay out to your adversary; since, in so doing, you are almost certain to give him points. To discard a pair of any cards, again, is mostly bad play, unless it is for your own crib; and cards which follow each other in order, as a Three and Four, or Nine and Ten, being likely to be brought in for sequences, are generally bad cards to lay out in the case of its being your adversary's crib. The same calculation should, in its principle, be carried out as far as possible. Suppose you discard, to your opponent's crib, two Hearts, when you might with equal propriety have laid out a Heart and a Club instead,—you here give him the chance, however remote you may fancy it, of making a flush in his crib, which could not be effected by him, had you laid out the Heart and Club.

To lay out cards purposely, which are disadvantageous for the crib,

is called in the "Cribbage dialect" of our ancestors "balking" the crib.

The least likely cards to reckon for points in the crib, and therefore generally the best to discard for your adversary, are Kings; since a sequence can only be made up to, or as it may be termed, on one side of them, and cannot be carried beyond them. A King is therefore a greater balk in the crib than the Queen. So, again, of an Ace, a sequence can only be made from it, and not up to it; and an Ace is therefore frequently a great balk to a crib; though in discarding an Ace some judgment is required to be exercised, being often a good card to hold for play, and forming a component part of fifteen, particularly when combined with Sixes, Sevens, and Eights, or with Fours and Tenth cards.

The cards, then, best adapted to balk our antagonist's crib, are a King, with a Ten, Nine, Eight, Seven, Six, or Ace; a Queen, with a Nine, Eight, Seven, Six, or Ace, or cards equally distinct or far off, and therefore certain not to be united in sequence by meeting with any other cards whatever. Of course, particular hands require particular play, and general principles must give way before their exceptions. "Circumstances alter cases;" throughout this work, as in all similar works, the author writes for what may be called "average hands of cards," and recommends that play which would be most conducive to success in the largest proportion of events.

Never lay out a Knave for your adversary's crib, if you can with propriety avoid it, as the probability of the turn-up card being of the same suit as the Knave is three to one against it. Consequently, it is only three to one but the retaining such Knave in your hand gains you a point; whereas, should you discard it to your opponent's crib, it is only three to one against the chance of its making him a point; hence the probable difference of losing a point by throwing out your Knave is only three to two and one-third; or nine to seven; that is to say, in laying out a Knave for your antagonist's crib, when you could equally keep the same in your hand, sixteen times, you give away just seven points; it being only nine to seven but you give away a point every time you play in this manner, and every single point is of consequence if contending against a good player. As we just now remarked, there may, of course, occur exceptions to this and every other rule.

The cards which are usually the best to lay out for your own crib are two Fives, Five and Six, Five and Tenth card, Three and Two, Seven and Eight, Four and Ace, Nine and Six, and similar couples. If you have no similar cards to lay out, put down as close cards as you can; because, by this means you have the greater chance of either being assisted by the cards laid out by your adversary, or by the turn-up; and further, you should uniformly lay out two cards of the same suit for your own crib, in preference, *cæteris paribus*, to two other cards of the same kind, that are of different suits, as this gives you the probable chance of flushing your crib; whereas, should you lay out two cards of different suits, all gain under the head of a flush is at once destroyed.

It is mostly good play to retain a sequence in hand, in preference to cards less closely connected; more especially should such sequence be a flush; and once more remember, that in the five-card game, the probable chance of points from the crib is near to twenty per cent. over the hand. It is, therefore, indispensably your duty, if you wish to win, to give the lead to your crib at the expense of your hand.

In general, whenever you are able to hold a pair-royal in hand, you should lay out the other two cards, both for your own and your adversaries' crib—some cases, however, excepted. For example, should you hold a pair-royal of any description, along with two Fives, it would be highly dangerous to give your antagonist the brace of Fives, unless in such a situation of the game that your pair-royal would make you certainly out, having the first show, or else that your adversary is so nearly home himself that the contents of the crib are wholly unimportant. Many other cards are very hazardous to lay out to your adversary's crib, even though you can hold a pair-royal—such as Two and Three, Five and Six, Seven and Eight, and Five and Tenth card; therefore, should you have such cards combined together, you must pay particular regard to the stage of the game. This caution equally applies to many other cards, and particularly when, the game being nearly over, it happens to be your own deal, and that your opponent is nearly home, or within a moderate show-out. Here, then, should be especial care taken to retain in hand cards which may enable you to play "off" or wide of your adversary, and thus prevent his forming any sequence or pair-royal. In similar positions you should endeavor, also, to keep cards that will enable you to have a good chance of winning the end hole, which frequently saves a game.

ADVICE AND MAXIMS.

The chances in this game are often so great, that even between skilful players, it is possible, at Five-card Cribbage, when the adversary is fifty-six, for a lucky player, who had not previously made a single hole, to be more than up in two deals, his opponent getting no further than sixty in that time; and in Four-handed Cribbage a case may occur, wherein neither of the two players hold a single point in hand, and yet the dealer and his friend, with the assistance of a Knave turned up, may make sixty-one by play in one deal, while the adversaries only get twenty-four; and although this may not happen for many years, yet similar games may now and then be met with.

The following we take from Walker's treatise, as quoted by all the modern writers on the game.

"Should you hold a Three and a Two, it is frequently the best play to lead off the Three (or the Two), on the chance of your adversary playing a tenth card (*of which never forget that there are sixteen*), making thirteen, when your Two (or your Three) drops in, making two points for the fifteen. The same principle applies to the leading from a Four and a Ace, and has this additional advantage, that should you

thus succeed in forming fifteen, your opponent can form no sequence from your cards.

"Remember, that when your adversary leads a Seven or Eight, should you make a fifteen, you give him the chance of coming in with a Six or a Nine, and thus gain three holes against you, but this will sometimes tend to your advantage by allowing of your rejoinder with a fourth card in sequence. For instance, your opponent leads an Eight, and you make fifteen by answering with a Seven; he plays a Six, making twenty-one, and scores three for the sequence, but having a Nine or Ten, you play it, and score four or two after him. In all such cases, play to the state of your game; for what would be at one time correct, would be, at another, the worst possible play.

"To lead from a pair is generally safe play, good; because, should your opponent pair you, you form a pair-royal, making six holes; while the chance of his rejoining with a fourth is too small to be taken into consideration. It would rarely, though, be correct to lead from a pair of Fives, as he would make fifteen with a Tenth card.

"When your adversary leads a card which you can pair, it is better to make fifteen, in preference to the pair, should you be able so to do; as you will naturally suspect he wishes you to pair him, in order to make a pair-royal himself. But here, as elsewhere, your chief guide is the relative state of the game.

"When you can possibly help it, consistently with your cards, do not, in play, make the number twenty-one; for your antagonist is then likely to come in with a tenth card, and score two.

"Should you hold a Nine and Three, it is good play to lead the Three; because, should it be paired, you form fifteen by playing the Nine. The same applies to the holding of a Four and a Seven; in which case, should your Four be paired, you make fifteen with the Seven.

"The following style of play facilitates your obtaining the end hole. Should you hold two low cards and one high card, lead the former; but should you hold one low card and two high cards, lead from the latter. Like other general directions, all this is, however, subject to contingencies.

"Holding a Ten and Five, and two holes being at the moment an object of great importance, lead the tenth card, in hopes of your adversary's making fifteen, when you can pair his Five.

"Holding a Seven and Four, it is good play to lead the Four; because, if paired, your Seven comes in for fifteen: the same direction applies to your holding a Six and Three, and Three and Nine, or other cards similarly related.

"When compelled to lead from a sequence of three cards, play the lowest, or highest, in preference to the middle card. When a Six, Seven, and Eight, the Seven is, however, then the best card, as it enables you to bring in a sequence.

"In laying out for your own crib, suppose you hold a pair of Fives, and no tenth card, discard them both. Bear in mind that of all the

tenth cards, the Knave is of the most importance; and that those cards which tell best in counting the hand, are not always the best for playing.

"If in play you throw down a Four, making the number twenty-seven, your adversary has the chance of pairing your Four, and of making at the same time thirty-one. If you make twenty-eight with a Three, you incur the same risk. These apparent trifles must be studied, and similar points on your part, if possible, avoided, while you should be constantly on the watch to grasp them for yourself, should your antagonist leave an opening.

"As the dealer plays last, his chances are greater than those of the leader for making the end hole or other desirable points in play. The dealer has also in his favor the chance of gaining the two points by lifting a Knave or Jack, and making 'two for his heels.'"

The phrase "playing off" is used in contradiction to its reverse, "playing on." Thus, should your adversary lead a Five, and you follow with a Six, Seven, Four, or Three, you "play on," because you allow him the chance of making a sequence; while, by playing a high card, you only leave him the chance of making a fifteen with a small one—that is, you "play off." Half the battle depends on whether you play "off" or "on;" but all must depend on your own judgment. Occasionally you may play on with a view to your own longer sequence; as for instance, he plays a Seven, and you hold a Five, Four, and Three. You play the Five in reply to his Seven, which allows him to play Six, if he has one, and then you are able to come in with your Four, and perhaps win the Three to follow.

ODDS OF THE GAME.

The chances of points in a hand are calculated at more than four, and under five; and those to be gained in play are reckoned two to the dealer, and one to the adversary, making in all about six on the average, throughout the game; and the probability of those in the crib are estimated at five; so that each player ought to make sixteen in two deals, and onward in the same proportion to the end of the game; by which it appears that the first dealer has rather the advantage, supposing the cards to run equal, and the players likewise equally matched in skill. By attending to the above calculation, any player may judge whether he is at home or not, and thereby play his game accordingly, either by making a push when he is behind and holds good cards, or by endeavoring to balk the opponent when his hand proves indifferent.

IN FAVOR OF THE DEALER.

Each party being even	5 holes going up, is	6	to 4
at	10 holes each	12	.. 11
	15 each	7	.. 4
	20 each	6	.. 4

Each party being at 25 each	11	to	10
30 each	9	..	5
35 each	7	..	6
40 each	10	..	9
45 each	12	..	8
50 each	5	..	2
55 each	21	..	20
60 each	2	..	1
When the dealer wants 3 and his opponent 4	5	..	1
In all situations of the game, till within 15 of the end, when the dealer is 5 points ahead	3	..	1
But when within 15 of the end	8	..	1
And if the dealer wants 6, and the adversary 11	10	..	1
Should the dealer be 10 ahead, it is	4 or 5	..	1
And near the end of the game	10 or 12	..	1
When the dealer wants 16, and the antagonist	11 or 21	..	20

AGAINST THE DEALER.

Both players being even at 56 holes each, is	7	to	5
57	7	..	4
58	3	..	2
If the dealer wants 20, and his opponent 17	5	..	4
When the dealer is 5 points behind, previous to turning the top of the board	6	..	5
When he is 31, and the antagonist 36	6	..	4
When 36, and the adversary 41	7	..	4

EVEN BETTING.

When at 59 holes each player.
In all points of the game, till within twenty of the end, if the non-dealer is three ahead.
The dealer wanting 14, and his antagonist 9.
Ditto..... 11, Ditto..... 7.

SIX-CARD CRIBBAGE.

This game is also played with the whole pack; it is the game most popular in this country; but both in skill and scientific arrangement it is vastly inferior to that played with five cards. Still, it is a pleasant resource in a dull hour, and abounds with amusing points and combination, without taxing the mind much. It is played on the same board, and according to the principal portion of the rules of the preceding game. Its leading peculiarities may be thus summed up.

The dealer gives six cards to himself and his adversary. Each player lays out two of these for crib, retaining four in his hand. The deal and the "start" card is the same as at the five-card game, in like manner

the pairs, sequences, fifteens, &c., operate, and the game point is sixty-one. The non-dealer, however, is not allowed any points at the beginning. The main difference between the games is, that in the game already described, the object is to get thirty-one, and then abandon the remaining cards; at the six-card game the whole are played out. There are more points made in the play, while, at five cards, the game is often decided by the loss or gain of one point.

At six-card Cribbage a point is taken for the last card played; some writers have considered this as differing from five-card Cribbage, but this is more in appearance than in reality, since at the latter there is equally one point taken for the last card, played according to the laws; that is, the card forming, or the nearest approaching to thirty-one; and as the law commands, that at six-card Cribbage every card should be played, the last card scores for a point accordingly.

Let us suppose A and B sitting down to play six-card Cribbage, and by following out their first hand, you will learn at once the mode of playing the game:

A, being dealer, deals six cards to each, one at a time, the Cribbage-board being placed for counting in the usual way between them, and B not being allowed the three holes he would have on commencing a party of five-card Cribbage.

Having made the deal, each player discards two for the crib, in which he calculates on the principles already laid down, as to whose crib it may be, and the start card being cut, the play begins; the hand of each consisting obviously of four cards.

B leads (suppose) a King.

A answers with a Five, and marks two for fifteen.

B rejoins with another King.

A plays a Six, and marks two points for making thirty-one.

Here, at five-card Cribbage the hand would end, and the remaining cards would be thrown down unplayed, but not so in the present game.

B continues the play by throwing off a Nine.

A replies with an Eight.

B answers with a Ten, and marks three points for the sequence of three cards, composed of the Eight, Nine, and Ten. He calls at the same time, "twenty-seven," as being the aggregate of the three cards played.

A's last card being a Five, he can't come in under thirty-one, and therefore declares it to be "a go," on which B takes another point for "the go."

The cards are now all played out, with the exception of A's solitary Five, which he throws down, and marks one for "the last card."

The hands and crib are then reckoned, and scored, as in five-card Cribbage; each party making similar use of the start card, or turn-up. Another deal is made, and passes alternately, until victory is proclaimed by the conqueror's attaining the sixty-first, or game-hole.

When the last card played makes up the even number of thirty-one, you must not take one for such last card in addition to the two points

derivable from the thirty-one; but should the last card perfect a sequence, or fifteen, to be marked by you accordingly, you also take "one more" for the last card.

As all the cards must be played out, should one party have exhausted his hand, and his adversary have yet two cards, the latter are to be played, and, should they yield any advantage, it must be taken. For instance, C has played out his four cards, and D having two left (an Eight and Seven), calls fifteen as he throws them down, and marks three points—two for the fifteen, and one for the last card. Again, should D's two cards have been a pair (Threes, for instance), he marks two for the pair, and a third point for the last card. Speculating on this and other probabilities, you will always endeavor, when you are last player, to retain as close cards as possible, for this will frequently enable you to make three or four points, by playing your last two cards, when you would otherwise make but a single point. But this demands further illustration, as it is of paramount importance.

For example: suppose your last two cards are a Seven and Eight, and your adversary has only one card remaining in his hand, the probable chance of its being either a Six or a Nine (in either of which cases you come in for four points) is eleven to two; therefore, it is only eleven to two, but you gain three points by this play, exclusive of the end-hole; whereas, were you to retain, as your last two cards, a Seven, with a Ten, or any two cards similarly wide apart, you have no chance to score more for them than the "last card," as there is no probability of their coming in for any sequence; or if you can retain a pair of any kind for the last two cards (your adversary having only one card, and he being the first player), you by this means make a certainty of two points, exclusive of the "last card." By the same rule you ought always to retain such cards as will (supposing your adversary to have none left) make a pair, fifteen, &c., for by this means you gain many points which you otherwise could not possibly get.

The rules and calculations laid down to assist you in discarding at five-card, are generally applicable to this game. You have not, however, here quite the same temptation to favor your crib at the cost of your hand, since the hand and crib comprise an equal number of cards; indeed, at six-card Cribbage the hands yield more points than the crib, from the circumstance of there being always one party interested in balking the latter, while the greater opportunities of making points in play hold out an additional motive for keeping together good cards in hand.

In playing out the hand, after making a thirty-one, or the number nearest approaching to that point, the cards must be turned down, in order that no confusion may arise from their being mixed with the succeeding cards.

When your adversary declares that he cannot play under thirty-one, by saying "go," if you have any small cards that will come in, you must play them.

Example.—E leads a Nine.

F answers with a Six, marking two for the fifteen.

E plays off a Knave, and calls "twenty-five."

F, sitting with three tenth cards (or other high amounts), says "go," and

E, whose two remaining cards are an Ace and Two, or similar low cards, must play them off, though he gets nothing by them, beyond the one hole for the go.

F has the remaining play, then, all to himself; plays off his three cards in which order he chooses, and marks any points they may yield, in addition to one for the last card.

The most difficult point in counting at six-card Cribbage, arises from the falling of long sequences frequently in the course of play. Young and inexperienced players are often in considerable difficulty to know whether cards run in sequence or not. Remember that, as in five-card Cribbage, the cards must be counted together, unless the sequence be broken, no matter of what number the "run" be composed.

Example.—K leads a Four.

L plays an Eight.

K answers with a Six.

L rejoins with a Seven, and marks three for the sequence, composed of the Six, Seven, and Eight.

K replies with a Five, and marks five points for the sequence of five cards, made up of the Four, Five, Six, Seven, and Eight.

L plays an Ace, makes thirty-one, and scores two points accordingly.

This is a case of very simple sequence to those which sometimes arise; the following is one of greater difficulty:

M leads off a Four.

N plays a Two.

M answers with a Three, and marks three for the sequence of three cards.

N plays an Ace, and scores four points, for the sequence of four cards.

M rejoins with a Two, and correctly marks three points for the sequence thus formed, by the last three cards played; viz., the One, Two, and Three.

N, not yet exhausted, comes in with a Four, and is thus entitled to score, afresh, four points for the four last cards, which run in a sequence of one, two, three, and four. In this case you will observe the Four and Two originally played are altogether superseded, and put out of the question. The number of pips form an aggregate of sixteen only in the whole.

M has now to play, and throws down a Five, which, forming a new sequence of five cards, yields him accordingly five points. Place the cards before you, and you will see that the last five "run" in sequence, though they have not fallen in regular order. The aggregate of pips is now twenty-one.

N holds the last card, which being luckily a Three, allows him to mark five more points for the sequence of five cards, formed by the Ace,

Two, Three, Four, and Five, which you will find were the last five played; the first three cards are not included, having been thrown out of the connection by the two which followed them. N marks in addition one for the last card. The longest sequence that can arise in play is one of seven cards, as the aggregate number of pips falls under thirty-one, formed by the Ace, Two, Three, Four, Five, Six, and Seven. If the Eight were superadded, the number would exceed thirty-one.

As before explained, in speaking of five-card Cribbage, your mode of conduct must be governed uniformly by the state of your game. Play to your score, and put the final result partially out of view. Whether it is your policy to play "on" or "off," must be ever the question in making up your judgment.

On an average, a hand, the moderns say, ought to yield about seven, and a crib five points. It is useful to remember this in laying out, and to note the difference between the odds of seven to five in favor of the hand here, and the superiority of the crib to the hand at five-card Cribbage.

The average number of points to be made each time by play is from four to five. The dealer has the advantage here, because he plays last. Pasquin considered that you were only entitled to twenty-five points for three shows and play, and that the dealer is at home if, when he makes his second deal, he is twenty-five points up the board, and when he deals for the third time, within eleven holes of game. The present system of calculation is to allow twenty-nine instead of twenty-five holes for the three shows, and to consider that at the end of the second round each player is at home at twenty-nine holes.

As you are on a parity at starting, being both at home, you will play with moderate caution your first hand, making fair risks, but not running to wide speculations. On taking up your second hand, you will adapt your play to the relative scores on the board, as you have been told in relation to the other variety of the game, and will play "on" or "off," according to the dictates of policy. The same rule will govern your conduct during the remainder of the game; and should your adversary have gained the preference, or should you be more than home, both cases must be taken into consideration in playing your hand. If your cards present a flattering prospect, and you are by no means home, it is your duty to make a push, in order to regain the lead by running; whereas, should your adversary be better planted than you, and should you take up bad cards, it will be best to play to keep off, and only endeavor to stop your antagonist as much as possible, and thereby have a probable chance of winning the game, through his not being able to make good his points.

As so many points are to be gained in play by the formation of long sequences, you will frequently find it advantageous, having eligible cards for the purpose in view, to lead or play so as to tempt your adversary to form a short sequence, in order that you may come in for a longer. And this opportunity is particularly to be sought for, when a few holes

are essential to your game, though gained at any risk. If you hold, as leader, a One, Two, Three, and Four, the best card to lead is the Four, since if paired, you answer with the Ace, and your adversary's second card may not form a fifteen.

THREE-HANDED CRIBBAGE.

The game of Three-handed Cribbage is not often practised. It is played, as its name imports, by three persons; the board being of a triangular shape, to contain three sets of holes of sixty each, with the sixty-first or game-hole. Each of the three players is furnished separately with pegs, and scores his game in the usual manner.

Three-handed Cribbage is subject to the same laws as the other species of the game. The calculations as to discarding and playing are very similar; but it must be remembered that as all three are independent, and fight for themselves alone, you have two antagonists instead of one.

Five cards compose the deal. They are delivered separately, and after dealing the fifteenth, another, or sixteenth card, is dealt from the pack, to constitute the foundation of the crib. To this each of the three players adds one card, and the crib, therefore, consists of four cards, while each individual remains with four cards in hand. The deal and crib are originally cut for, and afterwards pass alternately.

It is obvious that you will be still even, if you gain only one game out of three, since the winner receives a double stake, which is furnished by the two losers to him who first attains the sixty-first hole. It has been computed that he who has the second deal has rather the best chance of victory; but there seems very little difference.

Occasionally, at this game, some amusement arises from the complicated sequences formed in play; but ordinarily it is a poor enough affair. It will frequently happen that one of the three players runs ahead of the two others so fast, that it becomes their interest to form a temporary league of union against him. In this case they will strive all they can to favor each other, and regain the lost ground; and, in general, players will do well not to lose sight of this principle, but to prefer favoring the more backward of the adversaries, to giving the chance of a single point to the other. Such leagues, however, are a good deal resembling those between higher authorities—in the making of which, each enters a mental caveat to break it the first moment it suits his convenience.

FOUR-HANDED CRIBBAGE.

The game of Four-handed Cribbage is played by four persons, in partnerships of two and two, as at Whist—each sitting opposite to his partner. Rubbers or single games are played indifferently. Sixty-one generally constitute the game; but it is not unusual to agree, in preference, to go twice round the board, making the number of game one hundred and twenty-one.

At the commencement of the sitting, it is decided which two of the four players shall have the management of the score, and the board is placed between them. The other two are not allowed to touch the board or pegs, though each may prompt his partner, and point out any omissions or irregularities he may discover in the computation. The laws which govern five-card Cribbage are equally applicable here, as to the mode of marking holes, deficiencies in the counting, the taking too many points, etc. He who marks has a troublesome task, arising from the constant vigilance requisite to be exercised, in order not to omit scoring points made by his partner; his own gains he seldom forgets to take. He who does not mark should acquire the habit of seeing that his partner marks the full number he requires. Partners may assist each other in counting their hands or cribs—their interests being so completely identified.

It is most usual to play rubbers, and to cut for partners every rubber. The two highest and two lowest play together. Ace is always lowest. In some circles they consider all tenth cards equal in cutting for partners: in others they allow of preference, according to rank, as at Whist. This would, however, be only applicable to cutting for partners. Also, in some cases it is the practice for the deal to go to the two who cut the lowest cards for partnership; but in general, the deal is decided by subsequent cut between the two parties who are to score: the Ace being the lowest card, and all tenth cards being equal. If it is decided not to change partners after a game or rubber, there must still be a fresh cut for the deal. Each may shuffle the cards in turn, according to the laws which regulate this operation at Whist.

The deal and crib pass alternately round the table as at Whist, from right to left. The usual laws of Cribbage regulate the act of dealing, as to exposing cards, and so forth; and no one is suffered to touch their hands until the deal is complete. Before dealing, the cards must be cut in the ordinary way by your right-hand antagonist.

The dealer delivers five cards to each, in the usual mode, from right to left, one card at a time. The remainder of the pack he places on his left-hand. Each person then lays out one card for the crib, which is of course the property of the dealer. The left-hand adversary must discard first, and so round the table: the dealer laying out last. There is no advantage in this, but such is the custom. It is hardly needful to repeat that the crib always belongs to the dealer.

As there is but one card to be laid out from the five received by each player, there is seldom much difficulty in making up your choice. Fives are the best cards to give your own crib, and you will never, therefore, give them to your antagonists. Low cards are generally best for the crib, and Kings or Aces are the worst. Aces sometimes tell to great advantage in the play at this game. When your partner has to deal, the crib being equally your own, as if you had it in your own proper possession, must be favored in the same way. Before discarding, always consider with whom the deal stands.

When all have laid up for the crib, the pack is cut for the start-card

The cut is made by your left-hand adversary's lifting the pack, when you, as dealer, take off the top-card, as at five-card Cribbage. Observe that it is the left-hand adversary who cuts this time, whereas, in cutting the cards to you at the commencement of the deal, it is your right-hand adversary who performs the operation.

Having thus cut the turn-up card, the player on the left-hand of the dealer leads off first, the player to his left following, and so on round the table, till the whole of the sixteen cards are played out according to the laws. Fifteens, sequences, pairs, &c., reckon in the usual way for those who obtain them. Should either player be unable to come in under thirty-one, he declares it to be a "go," and the right of play devolves on his left-hand neighbor. No small cards must be kept up, which would come in under a penalty. Thus, should A play an Ace, making the number twenty-eight, and should each of the other three pass it without playing, not having cards low enough to come in,—on its coming round to A., he must play if he can under thirty-one, whether he gain any additional points by so doing or not.

Example.—B plays an Ace and makes thirty. Neither of the other three can come in, and on the turn to play coming round again to B, he plays another Ace and marks four points; two for the pair of Aces, and two for the thirty-one.

Many similar examples might be adduced, and there frequently arise difficult and complicated cases of sequences made this way out of low cards. Indeed, the playing out of the hand requires constant watchfulness on all sides; much more so than in six-card Cribbage. So many points are made by play in Four-handed Cribbage, that it is essential to play as much as possible to the points, or stages, of the game; sufficient data respecting which will be presently given.

In leading off, great care is necessary; not only at first starting, but after every "rest," or thirty-one. A Five is a bad lead, because the chances of a Ten succeeding it are so numerous; and an Ace is seldom a good lead, since, should the second player pitch, what is highly probable, a tenth card, your partner cannot pair him without making the ominous number of twenty-one, a number equally bad at every description of Cribbage, since the next player has thus so good a chance of converting it, by another tenth card, into thirty-one. A Nine, again, is a bad lead, for should your left-hand adversary make fifteen with a Six, he cannot be paired by your partner, without making twenty-one. Bear this constantly in mind, and when possible to avoid it by equally good play, never either make the number twenty-one yourself, nor lead so as to compel your partner to do so. Threes or Fours form safe leads.

The second player will observe caution in pairing a card, so as not to give away the chance of six for a paltry couple, unless particularly wanting, or from some collateral reasons, he may consider it a safe pair; as in the case of the turn-up being a similar card—his holding the third of the same in his hand—having seen one of the same already dropped, and so on. The same care must be shown in not playing closely on, unless compelled by the cards. Suppose your right-

hand adversary leads a Three, it is obvious that if you reply with a Two or Four, you give your left-hand antagonist a good chance of forming a sequence, which he could not do had you played off. On the other hand, there frequently arise cases in which you feel justified in playing "on," purposely to tempt your adversary to form the sequence; in order to give your partner the chance of coming in for a still longer sequence. In many situations, a few holes may be of paramount value, gained at any risk. If the second player can make fifteen, it is generally better play than pairing the card led. Towards the end of the game it is sometimes important to retain cards all wide apart, when the object is merely to prevent your antagonist from making points in play; but as you only lay out one card, you have little chance of assorting your hand as you could wish.

The third player should aim at making the number below twenty-one, in order to give his partner a good chance of gaining the end-hole for the "go," or the two for thirty-one.

The dealer knowing he will have to play last the first round, will sometimes find it advantageous to hold Aces, or low cards for the purpose; particularly when it is essential to score a few holes in play, or when the only chance of game arises from the possibility of playing out. Holding Aces, it is frequently better play, when you have the option, to make twenty-seven or twenty-eight, than thirty, in order to have a chance of bringing in your Aces, which sometimes yield a heavy amount of points at that stage of the computation. When it is certain that the game will be decided in the course of the playing out of the hand, without coming to your show, you will keep good cards for playing at all hazards.

When the hand is played out, the different amounts are pegged, the crib being taken last. He who led off must score first, and so on round to the dealer. Each calls the number to which he considers himself entitled, and watches to see that they are scored properly; while at the same time he must not fail to scan his adversaries' cards with an observant eye, to see that, *through mistake*, they do not take more than their due.

The amount of points to be expected, on an average, from each hand, is seven, and from the crib about four to five. From the play, it is computed that each of the four players should make five points every time. Reasoning on these data, the non-dealers are at home at the close of the first round, should they have obtained nineteen or twenty points, and the dealers are at home at the end of the first round, should they have acquired twenty-three or twenty-four. At the finish of the second round, with their average number, each set of players would be forty-two to forty-three. At the close of the third round, the non-dealers should be just out, or else the dealers will win. You must not, however, suppose there is any advantage to be gained from not having originally the deal; the chances are so various that the parties start fully equal; no matter whether with, or without the deal. From the above calculation, the game, going only once round the board, should be

over in three rounds, both parties having a crib inclusive. Those who have not the first deal, have the original chance of winning, *if they can keep it*, by holding average cards throughout the game. Should they fail in making this good, the dealers (those who dealt originally are here signified,) will generally sweep all, having their second crib, and first show afterwards. As we have before intimated, it is quite as likely that the non-dealers will fail in holding "their own," as not. The non-dealers should observe moderate caution in the first hand, but under this head it is needless to say more to either party, than to impress it upon them again and again, to become thoroughly acquainted with the number of points which form medium hands, as well as the different stages of the game, and play accordingly. Moderate attention is all that is required to play Four-handed Cribbage well.

ECARTÉ.

ECARTÉ is played by two persons with a pack of thirty-two cards—the Twos, Threes, Fours, Fives, and Sixes being discarded in preparing the pack.

To decide the deal, the cards are cut at the commencement of each game—the lowest card deals: the Ace, as in Whist, being lowest. Ties cut again. Each player takes the deal in turn.

The dealer shuffles the cards, and the non-dealer cuts them: but the latter is entitled to shuffle, and the dealer to re-shuffle; or to present the pack without re-shuffle, or to call for fresh cards. [These regulations of course refer to games played for high stakes.]

The game consists of five points, unless otherwise agreed on; and in order to facilitate the deal, and prevent the possibility of the place of particular cards being remembered, two packs are commonly used. The King is the superior card, and after his majesty follow the Queen, Knave, Ace, Ten, Nine, Eight, and Seven. Remember that the Ace is the lowest of the court-cards.

The cards are dealt three at a time to each player, and then two, or *vice versa*. The eleventh card is then turned up on the pack, and forms the trump. If the trump happens to be a King of any suit, the dealer takes one point, and exclaims, "I mark King."

The markers are usually a Two and a Three from the discarded suits.

The non-dealer has the privilege of exchanging, or, rather, claiming *to* exchange, any or all of his cards. If he is not content with the cards, he says, "I propose." If the dealer also wishes to discard, he assents, and the former, throwing aside his rejected cards (called the discard), gets from the dealer, from the top of the talon or stock

many in place of them. The dealer then changes as many of his own cards as he thinks proper; but the discard must always be thrown aside before fresh cards are taken in. It is usual to employ French phrases at Ecarté. Thus, the player who discards says, "*J'ecarte;*" or when he proposes, "*Je propose.*"

If the dealer refuse to exchange any cards, the non-dealer scores double for the points he may make, except in the case of marking King; and if the non-dealer plays without proposing, the dealer scores double for the points he may make.

If both parties agree, discarding may go on as long as there are cards remaining in the stock; but as soon as one party is satisfied with his hand, the other is not allowed to change any more. If, after several discards, it is found that there are not as many cards left in the stock as will supply the number required, the party asking them must complete his hand from his last discard.

After the first discard has been made, should the dealer refuse to discard a second or third time, he is no longer subject to the loss of two points if he fail to make three tricks. It is only for declining the first discard that the dealer incurs that penalty.

When the question of discarding has been settled, the non-dealer commences to play, first naming the suit he intends to lead; the adversary is bound to take the trick if he has a winning card of the suit led, but he need not trump in order to win it, unless he chooses. The King of trumps held in hand scores one point. The holder of the King of trumps must declare it before he plays, saying, "I have the King." If he leads the King, he may announce it after he has played; but should it be covered by his adversary's card, before his declaration, he cannot score the King that time. This applies only to the elder hand; the opponent must always declare the King before he plays, but for his own sake, he will not speak till the adversary has played his first card. The trump, as in other games, wins the trick. Whoever wins one trick leads for the next, and the playing goes on till the five tricks are played.

The game consists of five points, the highest card of the suit led winning the trick. *Three* tricks must be obtained in order to score *one point; five* tricks to score *two* points. It is not, therefore, impossible for a player to score a game in a single hand. He marks King, proposes, and is refused; makes all five tricks, and marks two points: doubled, *four;* with King, *five.*

It will be perceived that the game of Euchre bears a close resemblance to that of Ecarté, and probably derived its origin from the latter game.

TECHNICAL TERMS USED IN ECARTÉ.

Double.—When one party wins before his opponent scores three.

Ecarte.—To discard. The throwing out of one or more useless cards, for the purpose of replacing them by others from the talon of pack. The term used is *J'ecarte.*

Elder Hand.—Is the person who wins the first trick, before the first trick it is the party opposed to the dealer.

Forcing.—Is playing a suit which the adversary cannot follow.

Point.—Is three tricks out of the five. Five points are the game.

Proposition.—Is an offer of discarding. In French, *Je propose.*

Quart.—A sequence of four cards.

Quart-Major.—A sequence in which the King is included.

Quint.—A sequence of five cards.

Quint-Major.—A sequence in which the King is included.

Revoke.—Is refusing to follow suit when you can do so.

Score.—Is the state of the game.

Sequence.—The regular succession of any number of cards in hand.

Single.—Is when one party wins the game, after the adversary has won three.

Treble.—When one party wins the game before the other has scored one point.

Tierce.—A sequence of three cards.

Tierce-Major.—A sequence in which the King is included.

Underplaying, or Underforcing.—Is following suit with a card of inferior value, when you have a commanding one in hand, for instance—putting the Eight of Hearts on the Nine, having the Ace in hand.

Vole.—Is when a party wins every trick.

Talon.—What remains of the pack after there has been distributed to each player what he requires.

LAWS OF THE GAME OF ECARTÉ.

OF THE CARDS AND SCORE.

1. Ecarté is played by two persons, with a pack of thirty-two cards, the Two, Three, Four, Five, and Six of each suit being discarded.

2. It is usual to have two packs of cards, used alternately: to prevent mixing them, the backs of one are generally dotted or colored: the latter method is preferable.

3. The King is the highest card; the Ace ranks next after the Knave.

4. The game consists of five points.

5. Whoever wins three tricks, scores *one* point: whoever wins *all* the tricks, scores *two*.

[This is called in French, making the "*vole.*"]

6. The King always counts for one, whether it be turned up or dealt; but if held in the hand, it must be announced before the player plays, or he loses the right to mark it. The eldest hand must announce that he has the King before he leads the first card, except when he plays the King first, in that case it is allowable to announce it after it is on the table, but before it is covered with the adversary's card. The dealer must announce his King just before covering his opponent's card.

7. If, from mistake, or otherwise, a player announce "the King," and has it not, he loses one point independently of the result of that *coup* or deal: that is to say, instead of marking the King thus falsely announced, the adversary marks it unless the mistake is declared previously to a card being played.

[It is easy to see the necessity of this forfeit, since a *ruse* of this nature might cause the other party to lose the point or miss the *vole*, from not daring to lead trump, thinking the King to be in his adversary's hand.]

OF CUTTING AND DEALING.

8. The deal is decided by cutting; lowest deals, and Ace is lowest.

[There is a slight advantage in dealing, because the King turned up, scores a point.]

9. A cut must consist of more than one card.

10. The cards must be shuffled by the dealer, and cut by his adversary; but the latter has the privilege to shuffle them before cutting, and the dealer, on his side, to shuffle them again before they are cut.

11. Five cards are dealt either by three and two, or *vice versa*, to each player; but whichever mode is adopted at the commencement must be observed throughout the game. If departed from, the adversary before looking at his cards may insist upon a new deal.

12. A card faced during the deal, renders it void, unless it happen to be the eleventh, or trump card, which is to be turned up.

13. If the dealer faces one of his adversary's cards, the deal is void, or not, at his option; but if the card belongs to the dealer, it is not void.

14. Should the dealer distribute too many cards to his adversary, he may either throw out the superfluous cards, or call for a new deal. If the dealer gives less than the right number, the adversary may complete them from the *talon*, without altering the trump card, or call for a new deal.

15. If the dealer has too many cards, his adversary may either demand a new deal, or draw the superfluous cards. Again, if he has a less number than he ought to have, the adversary may demand a new deal, or permit the number wanting to be taken from the *talon*.

16. When the dealer turns up two or more cards instead of one, the player has the right to pick out that which ought to be the trump; or to put aside the cards thus exposed and take the next remaining on the pack for trump; or to recommence the hand, taking the deal; but he has only this last choice provided he has not seen his hand.

17. When the dealer shows or turns up one or more cards of his adversary's hand, he must finish dealing, and the adversary has then the choice of recommencing the hand, taking the deal, or counting the deal good.

18. If the cards exposed belong to the dealer, neither party has the choice of recommencing the deal, the fault being prejudicial to the

dealer who has chosen his cards, and advantageous to the player who has seen them.

19. If either party have more or less cards than he ought to have, and discards for the purpose of exchanging, without acquainting his adversary of the circumstances, *he loses two points*, and likewise the right of marking the King, whether it be turned up or in hand.

20. If either player deal out of his turn, and it be discovered before the trump card is turned, a new deal may be called for; but should the turn-up card be faced, the cards ought to be put aside for the next deal.

21. If the wrong deal be not discovered before discarding or playing, it stands good.

[If the error is only perceived after the hand is played, the deal holds good, since the fault lies between the two players, the one in having dealt, the other in having allowed the deal.]

OF PROPOSING AND DISCARDING.

22. If the first player be dissatisfied with his hand, he may propose, but it is at the option of the dealer to accede or not to his proposal.

23. If the dealer accedes to the proposal, he gives his adversary, from the talon, cards corresponding to the number he may have thrown out, and then in like manner discards from his own hand as he pleases.

24. Should the dealer not accede to the proposal to discard, or his adversary play without proposing, the opposite party, if he make the point, is entitled to score two.

25. If either party propose or refuse to discard, he cannot retract, neither can any alteration be made in the number of cards proposed.

26. Previous to receiving fresh cards from the talon, each party must put aside the discarded ones, which cannot be again taken in hand, even if they be trumps; and any player looking at his discarded cards, may be compelled to play with his hand upon the table.

27. If the dealer, after discarding, face a card, his adversary may again discard or demand the card so seen.

28. If the dealer give more or less cards than asked for, he loses the point and the right of marking the King if he has it in his hand, but not if he has turned it up, the turn-up being anterior to the misdeal.

29. If the dealer deals himself more cards than he has thrown out, he loses the point and the right of marking the King if he has it in his hand.

30. If he deals himself fewer, he completes his hand from the first cards of the *talon*, since they are his by right.

31. If he only perceives it when he has played, the player counts as tricks those cards which cannot be covered.

32. If the elder hand demand more cards than he has discarded, he loses the point, and likewise the right to count the King; but should he ask for a less number, he does not lose the right to mark the King.

[If he has too few cards he may mark it, for the simple reason, that

holding the King with too few cards, he would of course have equally held it, if he had asked for his proper number.]

33. Should the cards be faced after discarding, fresh cards may be called for, but not a new deal.

34. If after discarding, a second proposal for discarding is made by the elder hand, the refusal of the dealer to comply does not subject him to forfeit two, should be lose the point.

35. If the elder hand, with the permission of the dealer, discard several times, he may take from the talon as required; and if by that means the stock be exhausted, so that there remain none for the dealer to exchange, he must keep the cards he has dealt; and if he should have discarded before discovering his mistake, he must draw the number of cards wanting to complete his hand from those thrown out by his adversary.

36. Either party, after discarding, playing with more than five cards, loses the point and the right of counting the King.

OF REVOKING, UNDERPLAYING, AND PLAYING OUT OF TURN.

37 If it is discovered that a revoke has been made—that a party has underplayed, *i. e.*, refused to take a trick when he had a winning card, each must take up his cards and play the hand over again; if the offender wins the *vole*, or five tricks, he is allowed to score only one point; and if he gains the point only, cannot score it at all.

[Some persons imagine that there is nothing gained by underplaying, and that they are only obliged to withdraw their card, and take with a stronger, without punishment; they are wrong, for there are games which are lost because of this necessity of taking, and games which might be won if this practice were allowed.]

38. If either party plays out of his turn, he must take up his card, unless his adversary had played to it, in which case it is a good trick.

MISCELLANEOUS.

39. It is obligatory to play the color announced: thus, any one calling "Club," and playing Spade or any other suit, is obliged, if the adversary desire, to retake his card and to play the suit announced; if he has none the adversary can call a suit.

[If, however, the adversary deem the card played more favorable to him than the suit announced, he has the right to hinder its being taken back.]

40. Either party looking at his adversary's tricks, may be compelled to show his own.

41. A player throwing down his cards forfeits two, if he has not won a trick; and if he has won a trick, he loses one.

42. A player is considered to have thrown down his cards if he lowers

them so as to lead his adversary to think that he has given up the game, and under that impression has induced him also to show his hand.

43. A player quitting his seat without his adversary's permission, and of any person backing his play, must be considered to have given up the game; but in that case a better may take up the cards and finish the game.

ADVICE AND MAXIMS.

It is generally advisable to propose, even if you have a good hand; for if the dealer refuse, you score two points for three tricks, and four for five tricks. It is sometimes well to propose, although you may only wish to change a single card, in order to hazard the dealer's refusal, or to make the *vole* if the proposal be accepted.

When a player expects to make the *vole*, and has not trumps sufficiently strong to begin by playing them, he must be careful to keep changing his suit, in order not to be trumped, and to be able to make a trump, whatever it may be, at the fourth card after having secured the point.

When a player has made two tricks, and remains with the Queen of trumps and two small ones, knowing the King to be in the adversary's hand, he ought to lead with one of the small trumps, and wait with the Queen guarded. Nothing can then prevent his making the odd trick even against King third.

When there is fear lest the adversary should make the *vole*, and the player has but one trump and four weak cards, without any hope of making the point, he must play his strongest single card, in order to get a chance of employing his trump in case the suit of his single card should be led up to him.

When the game is three against four, and the player who is at four makes his adversary play, or plays himself without changing, he who is at three, if he have the King, would do well *not to announce it*, in order to draw his antagonist into the error of leading trumps to *pass* his good cards, and be taken by the King, which he did not expect; thus losing the point which he would perhaps have won, had he known that the King was in his adversary's hand; in this case it is the less consequence for the player who is at three to announce his King and mark it, inasmuch as he gains two points—that is, the game, if he make three tricks, his adversary having played or forced him to play, without changing.

To *pass* a card means to lead it and make a trick with it, without its being taken by a higher of the same suit or roughed.

When you have three tricks in hand, always discard, unless, indeed, your adversary is four; then, to discard is imprudent, as you afford him a chance of taking in the King. Again, it is sometimes imprudent to discard when you wish to throw out less than a majority of your cards, as the chances of taking in two good cards are against you, and you further cannot tell how many your adversary may discard. Thus, the

elder hand having the option of the discard and the lead, ought to consider well his hand before he proposes.

There are certain hands which are styled *jeux de règle*; in other words, game which cannot be lost but by the chance of your adversary holding two trumps. With such a combination of cards, it is against all rule to discard.

1. If you hold one trump, a King, with a Queen, and two cards of her suit, commence with the Queen and her suit; and if the Queen should be trumped, you have two cards for the *rentrée*, to regain the suit and continue the game.

2. If you hold one trump, with a King, and three cards of his suit, begin with the trump, if a good card.

3. If you hold one small trump, a tierce-major, and one small card of any other suit, commence with your strongest suit by playing the King; and if trumped, regain with your own trump the lead, and play again from your strong suit.

4. If you hold two trumps, an Ace, and Knave or one suit, and a Knave of another, commence with the guarded Knave; and if you make the trick, should your trumps be good ones, follow up with them.

5. If you have two trumps and three cards of another suit, lead off with the best card of the other suit, holding the trumps in reserve.

6. If you have two trumps, an unguarded King, and two other cards, play a small card and regain the lead by a trump, return the lead with the other trump, and if it passes, play your King.

7. If you have two trumps, a Queen, and another card of her suit, and a small card of a third suit supposing one of the trumps a good one, play your Queen; and if trumped you may regain the lead with your small trump, play the other, and then continue the Queen's suit. If both the trumps be small, commence with the single card, and if your opponent takes it and should return the suit, your small trumps will tell.

8. When you hold a King unguarded, and another King with a card of the same suit, a Queen and another card of her suit, none of which are trumps, *play the guarded King*, and follow it up with the same; and should your adversary trump it, you may regain the lead with your other King or the Queen.

9. With a sequence of three trumps, lead off the highest.

10. If you lead a trump, and find that your adversary cannot follow suit, reserve your remaining trumps to regain the lead, and play any unguarded court-card you may have.

11. If after making two tricks, you hold the Queen and two small trumps, play a small card rather than the Queen, as your adversary may take her with the King.

12. If, you have a bad hand and only one trump, always lead a single card, the best you have, and reserve your trump for the chance of making a trick.

13. There is, however, one point when it is bad policy to declare the King, should you hold it. Supposing that you mark *three*, and that

your adversary does not allow you to discard, or that being himself the elder hand, he should play without proposing; in either case, if he does not make the point, he loses two, which gives you the game, a result you will have a greater chance of obtaining by masking your hand; in other words, by not announcing that you hold the King.

From the above it will be deduced that more depends upon skilful combination, and a quick calculation of the chances at the several stages of the game, than upon *good cards*. But more fully to illustrate our position, we subjoin two games, which we recommend to the attention of the learner as good practice:

GAME 1.

Dealer.	*Eldest Hand.*
Ace, King, and Nine of Spades.	Queen of Trumps.
Knave and Nine of Clubs.	Queen of Clubs.
	Ace of Hearts.
	Eight and Seven of Spades.

The elder hand commences with the Eight of Spades; the dealer may take it with the Nine; but should he do so, he loses the game; but, on the contrary, if he play the King, he will win it, because, by playing the King, his adversary is induced to think that he has no more of that suit.

The dealer will then play his Knave of Clubs, which the adversary takes with his Queen, and returns his Queen of trumps, and having with his Eight of Spades forced his opponent's King, is led to imagine his Seven the best Spade, and loses the point. On the other hand, if the dealer had taken his Eight of Spades with his Nine, his opponent would have followed his Queen of trumps with the Ace of Hearts, instead of playing the Seven of Spades, and have made the point.

GAME 2.

Dealer.	*Elder Hand.*
Queen and Nine of Trumps.	Knave and Ten of Trumps.
Knave and Ten of Clubs.	King of Diamonds.
Seven of Hearts.	King and Ten of Hearts.

The elder hand having here the chance of the vole, he dashes off with the King of Diamonds, and as the Queen is the only card against him, he may finesse his Knave of trumps; and if the King of Diamonds should be trumped, he may still play for the point. Should the dealer follow with the Knave of Clubs, the elder hand will trump it with the Ten, return the King of Hearts, and make the point; but if, instead of so doing, he had played his Knave of trumps, the dealer would have captured it with the Queen, and made his Ten of Clubs. To the King of Hearts the dealer will play the Seven; the elder hand plays the Ten of Hearts: the dealer trumps it, returns his Ten of Clubs, which is trumped with the Knave, and thus the elder hand wins the point.

The foregoing illustrations will familiarise the learner with the fundamental principles and the finesse of the game, and a thorough knowledge of its chances will guide him as to the policy of discarding; above all, he must always well consider the state of the score, and remember that the policy of the dealer is not that of his adversary, neither is it the same at all points of the game. *Again, let him take care that his countenance be not the index of his hand. A novice, by his hurried manner of proposing, often betrays the weakness of his hand to his adversary, and thus defeats his own object.* Coolness and impassibility of countenance are two indispensable qualities at Ecarté.

CALCULATION OF THE ODDS.

Against the dealer turning a King, it is 7 to 1.

That the elder hand or dealer does not take in, supposing they discard three cards, two trumps are 4 to 1 against him.

One or more, 3 to 1 for him.

With one trump in hand, on discarding three cards, the chance of taking in two more trumps is 6 1-2 to 1 against him.

One or more is about 6 to 5 for him.

That either hand does not hold the King the first time, are 5 and one fifth to 1.

N. B. When the dealer and the elder hand discard the same number of cards, their chance is the same, and varies only in ratio to the relative number of cards discarded by each.

PIQUET.

THE game of Piquet is played by two persons, with thirty-two cards, viz., Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven of each suit, and these cards rank according to the succession in which they are here placed—the Ace being higher than the King, the King than the Queen, the Queen than the Knave, and so on. In reckoning what is called the point, the Ace counts eleven, the King, Queen, Knave, ten each, and the other cards according to the number of their respective pips, Ten, Nine, Eight, or Seven.

He that cuts the lowest card deals. Having first shuffled the pack, he presents it to his adversary, who, if he pleases may shuffle also. Should he do so, the dealer may shuffle them again; and, having done so, he places them before the other, who cuts them. If in this operation a card shall drop, the dealer has the right to shuffle over again.

The number of points in each game is now one hundred—it used to be one hundred and one; fifty saves the lurch.

The cards are to be dealt two by two, and in no other numbers. In

this manner each player is to have twelve cards dealt him, and there will then remain eight cards, which are called "the stock," and are to be placed on the board, directly between the two players.

The following we quote from Bohn, Hoyle and others, with slight alterations:

When the cards are dealt, each player should sort his own hand, placing together those of each suit. The first thing to be observed by each is, whether he has a *carte-blanche;* that is, whether he has no picture cards in his hands; these are, the King, Queen, and Knave. Should the eldest hand have a *carte-blanche*, he is to tell the dealer to discount for a *carte-blanche*, and, when that is done, he shows it by counting his cards one by one on the table, with the faces uppermost. If the younger hand has a *carte-blanche*, he is to wait till the elder has made his discard, and then, before he takes in, show his cards as above. The great advantage of a *carte-blanche* is, that the player who has it counts ten, which takes precedence of every other score, and not only counts towards the pique or repique, but prevents the adversary from having either one or the other; and if the player who holds it is at the point of ninety or upwards, he wins the game.

When the players have sorted their cards, the elder hand makes his discard; that is to say, he throws out not more than five of such cards as he considers of least value, and exchanges them for a corresponding number of cards taken from the stock in their natural order. The general rules as to discarding by the elder hand are two: first, he must exchange one card at least, and secondly, he must leave three cards in the stock for dealer. If he takes in a smaller number than five, he has a right to look at such of the five as he leaves.

The dealer is not bound to discard at all; but if he does he must take in, first those left, if any, by the elder hand, and then his own three which are at the bottom of the stock; and though these be his rightful number, he is at liberty to take in not only those three, but also all that his adversary has left. Should he leave any cards, he has a right to look at them; but if he does so, the elder hand, after he has led a card, or declared the suit that he intends to lead, may look at them also; but if the dealer does not look at them, neither may the elder hand do so. Here it may be observed, that it is often for the advantage of the dealer not to look at the cards he leaves; as, for instance, if he has in his hand a King unguarded, if the adversary has all the rest of the suit, there is no help for it; but it may happen that there are one or two cards of that very suit left in the stock; if so, it is better that they should be unseen, as the elder hand will be thereby led to conclude that the King is guarded. Should the dealer leave any cards, and mix them up with his own discard, the elder hand has a right to see the whole, after having first named the suit he intends to lead.

In either of the above cases, should the elder hand lead a different suit from that which he named, the dealer may require him to lead any suit he pleases.

A novice at the game will naturally think that he ought to throw out

those cards which are of least numerical value; but the case is constantly otherwise. He must, therefore, well consider the object he has in view and how to attain it. Now, for this purpose, he must be well acquainted with the value of the various combinations of cards, and of their relative importance in counting the score.

The various denominations of the score (so to speak) are as follows, and they are reckoned in the following order: After the *carte-blanche* already spoken of, there is 1, the Point; 2, the Sequence; 3, the Quatorze; 4, the Cards; 5, the Capot.

1. *The Point.*—This counts first. Whoever has the greatest number of cards in a suit has the point; but if both players have an equal number of cards in the same or different suits, then whichever has the greatest number of pips, reckoning the Ace as eleven, and the court-cards as ten each, wins the point. It will be readily seen that, in this view of the matter, the five lowest cards must be superior to the four highest—the former amounting to forty-four, the latter to forty-one. Whoever has the point counts one for each card, unless the sum of their pips ends in four (as; forty-four, fifty-four, &c.), in which case the party holding it counts one less than the number of cards.

2. *The Sequence.*—A sequence is the having several cards in the same suit following consecutively, as Ace, King, Queen, or Knave, Ten, Nine, Eight. Of these there are six different kinds: 1, a *Tierce*, three in sequence; 2, a *Quart*, four in sequence; 3, a *Quint*, (commonly called "a *Kent*,") five in sequence; 4, a *Sixième*, six in sequence; 5, a *Septième*, seven in sequence; 6, a *Huitième*, eight in sequence—that is, a whole suit. Of these, the most numerous is the most valuable; and where the numbers of cards are equal, that which is the highest is most valuable; for instance, a tierce to an Ace, which is called a "tierce-major," is more valuable than any other tierce, though it is inferior to a quart to a ten, because the latter contains four cards. A sequence counts next to the point; the tierce being worth three, a quart four, a quint fifteen, a sixieme sixteen, and so on. Now, supposing the elder hand to have five cards (which are good) for his point, he counts five, and if these five form a sequence, he counts twenty—that is, five for the point and fifteen for the quint; but if he have a quart-major (that is, a quart to an Ace) and a Nine, and the dealer has a quint to a Knave, the former counts five and the latter fifteen; and note that the player who holds the highest sequence is entitled to count all lower sequences that he may happen to hold in the same or other suits.

3. *The Quatorze.*—A player holds a quatorze when he has four cards of equal value in the four different suits—that is to say, four Aces, Kings, Queens, Knaves, or Tens—no lower cards count. Whichever player holds the highest quatorze counts fourteen, those which are highest taking precedence, and preventing any inferior quatorze from being of value. In like manner, if neither party holds a quatorze, then three of equal value, as three Aces, etc., count three, and next in order to the sequence. But the lowest quatorze, that of Tens, is superior to the highest three, that of Aces. And it is to be observed, that whoever

has the highest quatorze is entitled to count any other inferior ones, even though his adversary should have an intermediate one. Thus the quatorze of Aces annuls all the others, and the player who has them counts a quatorze of Tens, though his adversary should have quatorze of Kings, Queens, or Knaves. If there is no quatorze, he may count three Aces, Kings, Queens, Knaves, or Tens; and it is to be observed, that three Aces are superior to three Kings, and so of the rest, and that by virtue of a good quatorze, you not only count inferior ones, but also three Tens, or any other threes except those of Nine, Eight, or Seven, although your adversary should have three of a superior value. The least practice will make all this, which may seem a little difficult at first, quite familiar.

Before proceeding to describe the two remaining modes of scoring, namely, the cards and the capot, it will be as well, as we are at present considering the method or object of discarding, to point out to the beginner what he has to aim at, and what to avoid. He is to know, then, that if the elder hand counts in his hand and plays thirty before the dealer counts one, he at once leaps from thirty to sixty, which is called a *pique;* and if without playing a card, he counts thirty in his hand, he jumps from thirty to ninety, which is called a *repique*. This will be best explained by example: and, first, for the *pique*. Supposing the elder hand to have a quint to an Ace, in other words a quint-major, which is good as a point, it is consequently good, also, as a sequence, and counts twenty; suppose him, also, to have three Aces, which must be good, because he has a quint-major, that is, one of each of the cards that can constitute a quatorze, that makes him twenty-three; well then, in playing the cards, his quint-major and the two additional Aces must also count one each, as will presently be seen, making up a total of thirty, upon which the player, instead of saying in his play twenty-nine, thirty, says twenty-nine, sixty. This is a pique. Again, as to a repique. Supposing the elder hand to have the same point, good, as above, and four Aces besides, instead of three, he counts in his hand, without playing a card, first, five for his point, fifteen for his quint-major, and fourteen for his four Aces, that is to say, thirty-four in hand, which is ninety-four, in fact, the game in one hand. Again, supposing the dealer to have the same hand in the two several cases above mentioned: in the former case he counts only twenty-three, that is, his point, quint, and three Aces, and then the elder hand plays a card and counts one, which prevents the dealer gaining a repique; whence it will be observed that the dealer cannot win a pique, but in the latter case may win a repique, because a pique is won by playing up to the number thirty before the adversary has counted one, but the eldest hand when he plays his first card must count one: and in the latter case the dealer would win a repique, because by means of his point, quint, and four Aces, he counts thirty before the elder hand counts one; for all scores made in the hand without playing out count before cards played on the table. For instance, if the elder hand is ninety-nine towards the game and the younger hand ninety-four, still though the elder hand must

one to begin with, yet the younger hand, if he has a good point of six cards, wins the game.

4. *The Cards.*—We now recur to the fourth of our five methods of scoring, called "The cards." Two cards, one from each player, make a trick; if each player has six tricks, the cards are divided; but if either wins seven or more tricks, he has "the cards;" that is, he counts ten beyond the number he has already scored. As there are no trumps at Piquet, the highest of the suit led wins the trick.

5. *The Capot.*—Whichever player wins all the tricks, wins what is called a capot, and, instead of ten, adds forty to his score.

With reference to the playing of the cards, it must be noticed that the first player counts one for each card he plays, provided it be of the value of a ten, at least, and that the second player, if he wins a trick, also counts one, subject to the same limitation. Whoever wins the last trick of the twelve, counts one extra, or, as it is called, "one for the last card." A game very often depends upon the winning of this trick, whence the young player will soon discover how important it is to win this last trick.

It is impossible to give any general rules for discarding which shall be applicable in all cases, inasmuch as the number of points which you are to aim at securing is continually varying, according to the varying position of the game. The ordinary and correct calculation is, that the elder hand will make twenty-seven points and the younger thirteen. Keeping this in view, we will suppose that the game is at its commencement; then each player should endeavor to procure his proper number. To begin with the elder hand: if his cards do not show a very strong probability of his gaining a pique or repique, he should discard, so as, in the first place, to gain the point, and, secondly, the cards. He has seventeen cards against fifteen, and may reasonably calculate on attaining both these ends; but, of the two, the latter is the most important. To gain the point, the most obvious plan is to keep the suit of which he has the most; but in doing so he will often lose the cards; he must, therefore, very frequently discard from his most numerous suit, in order to retain that which is strongest for play. And, in doing so, he should never forget that he has more chance of taking in to his weaker suit than to his stronger one. To give an instance: supposing him to have a tierce-major in one suit, and a quint to a Knave in another. If he is to discard five cards, he must clearly break up one suit or the other; if he keeps the quint to the Knave he will probably lose the cards, for he cannot reasonably calculate on taking in the Ace and another honor in that suit; and unless he has two other Aces, he will almost to a certainty lose the cards. With still more force does this reasoning apply if he has a small quint in one suit and forty-one in another, because another tenth card in the latter suit will give him a quint-major. To multiply instances would be useless. We therefore pass on to the general method of playing the younger hand.

We have already said that the dealer ought to make thirteen points. But inasmuch as the elder hand has a great advantage over him, be-

cause, in addition to having more cards, he has also the chance of a pique, as well as a repique; he therefore ought first of all and especially to consider what his opponent can possibly make, and to defeud himself accordingly. Supposing him then to have, as above stated, a tierce-major in one suit and a quint to a Knave in another, in any case, except that of having three Aces, he should keep his small quint; for, if it is good at starting, it prevents the pique, and, if not good, the only chances he has of preventing the pique are, that he shall take in the Queen of that suit, which will give him a sixième, or take in so as to break both his adversary's strong suits, which is a piece of luck he can scarcely calculate upon. These are strong, but by no means uncommon, cases, given by way of illustration. If any general rule can be given at the commencement of a game, it is this, that the elder hand (being safe) should play an offensive game, the younger hand a defensive game.

But when the game is further advanced, the principles on which the discard is to be made vary exceedingly, and are frequently quite the reverse of those above given. In the former case, as we have seen, the player commonly gives up the chance of a great game in order to make good his average score, unless, indeed, he can play for a great game without much risk; but in the latter case, he abandons the certain winning of his average score with the very slender hope of making a pique or repique. For instance, supposing the dealer to be within ten of game, and the elder hand to have scored only twenty, it is clear that the latter must play for a repique. Let him have, then, a tierce-major in Clubs, a quint to a Knave in Diamonds, King, Knave of Spades, and Knave, Nine of Clubs, he should discard his tierce-major, his King of Spades, and the Nine of Clubs, because, if he takes in the fourth Knave and any card to his quint suit, he will probably win the repique. Whereas, with the same cards at the beginning of the game, he should discard his four lowest Diamonds and the Nine of Clubs, which would give him a safe game.

When both parties have discarded and taken in, the elder hand declares his point, and asks if it is good; if his adversary has not so many, he answers, "It is good;" and if the same number, he says "Equal;" in which case neither counts anything for the point; but if the younger hand has more, he answers, "Not good." Whichever gains the point is bound to show it on the table, and if he fails to do so he cannot count it; in like manner, if the points are equal, both must show them, and if either fails to do so, before he has played a card on the table, his adversary may count the point which he has shown.

The point being decided, the elder hand next declares his best sequence, and if that is admitted to be good, he then reckons all minor sequences, showing them or declaring what suit they are in; failing to do this, he is not entitled to count them.

In like manner, the elder hand proceeds to call his quatorze, or three Aces, &c.; these he is not bound to show, though his adversary may require him to do so, as it sometimes happens that the player has discarded one of a quatorze, and if he calls it improperly he reckons noth-

thing that hand, or if he only calls three, his adversary is entitled to know which of the four has been discarded.

When the elder hand has thus counted his game, he plays a card on the table, and thereupon, the dealer, before he plays in answer to that card, is bound to count his own game, that is to say, point, sequence, and quatorze, or whichever of them he may happen to have got. If the younger hand takes the trick, he leads in his turn, and so the game proceeds till all the cards are played out.

TECHNICAL TERMS USED IN PIQUET.

Talon, or stock—the eight remaining cards, after twelve are dealt to each person.

Repique is when one of the players counts thirty points in hand before his adversary has or can count one; when, instead of reckoning thirty, he reckons ninety, and counts above ninety as many points as he could above thirty.

Pique is when the *elder hand* counts thirty in hand and play before the adversary counts one: in which case, instead of thirty, the hand reckons for sixty; to which are added as many points as may be reckoned above thirty.

Capot.—When either party makes every trick, which counts for forty points.

Cards.—The majority of the tricks, reckoned for ten points.

Carte-blanche.—Not having a pictured card in hand, reckoned for ten points, and takes precedence of every thing else.

Quatorze.—The four Aces, Kings, Queens, Knaves, or Tens. Each *quatorze* reckons for fourteen points.

Threes of Aces, &c., down to Tens, reckon for three points.

Point.—The greatest number of pips on cards of the same suit, reckoned thus: the Ace for eleven, the court-cards for ten, Nines for nine, &c., and count for as many points as cards.

Tierce.—Three successive cards of the same suit, reckoned for three points. There are six kinds of tierces, viz., Ace, King, Queen, called a tierce-major, down to Nine, Eight, Seven, a tierce-minor.

Quart.—Four successive cards of the same suit, reckoned for four points. There are five kinds of quarts—Ace, King, Queen, Knave, called quart-major, down to Ten, Nine, Eight, Seven, a quart-minor.

Quint.—Five successive cards of the same suit, reckoned for fifteen points. There are four kinds of quints—Ace, King, Queen, Knave, Ten, called quint-major, down to Knave, Ten, Nine, Eight, Seven, a quint-minor.

Sixième.—Six successive cards of the same suit, and reckoned for sixteen points. There are three kinds of sixiémes—Ace, King, Queen, Knave, Ten, Nine, a sixième-major, down to Queen, Knave, Ten, Nine, Eight, Seven, a sixième-minor.

Septième.—Seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz., from the Ace to the Eight inclusive,

a septième-major, and from the King to the Seven inclusive, a septième-minor.

Huitième.—Eight successive cards of the same suit, and reckons for eighteen points.

LAWS OF THE GAME OF PIQUET.

OF CUTTING AND DEALING.

1. At the outset of the game the deal is decided by cutting. The player cutting the lowest card has the deal, but at least two cards must be removed from the pack to constitute a valid cut.

2. The cards must be dealt two by two until each player receives twelve cards, and in no other manner.

3. If a card be faced, and it happen to be discovered, either in the dealing or in the stock, there must be a new deal, unless it be the bottom card.

4. If the dealer turn up a card belonging to the elder hand, it is in the option of the latter to have a new deal.

5. If the dealer deal a card too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

6. If the elder or younger hand play with thirteen cards, he counts nothing.

7. No penalty attends playing with eleven cards or fewer.

8. Should either of the players have thirteen cards dealt, it is at the option of the elder hand to stand the deal or not; and if he choose to stand, then the person having thirteen is to discard one more than he takes in; but should either party have above thirteen cards, then a new deal must take place.

9. Whoever deals twice running, and discovers it previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards.

10. Should the pack be found erroneous in any deal, that deal is void; but the preceding deals are valid.

OF DISCARDING AND TAKING IN.

11. The elder hand must lay out at least one card.

12. If the elder hand take in one of three cards which belong to the younger hand, he loses the game.

13. If the elder hand, in taking his five cards, happen to turn up a card belonging to the younger hand, he reckons nothing that deal.

14. If the elder hand touch the stock after he has discarded, he cannot alter his discard.

15. If the younger hand take in five cards, he loses the game, unless the elder hand has two left.

16. If the elder hand leave a card, and after he has taken in, happen

to put to his discard the four cards taken in, they must remain with his discard, and he must play with only eight cards.

17. If the younger hand leave a card or cards, and mix it or them with his discard before he has shown it to the elder hand, who is first to tell him what he will play, the elder hand is entitled to see his whole discard.

18. If the younger hand leave a card or cards, and does not see them, nor mix them with his discard, the elder hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger hand cannot look at them.

19. If the younger hand leave a card or cards and look at them, the elder hand is entitled to see them, first declaring what suit he will lead.

20. No player can discard twice, and after he has touched the stock, he is not allowed to take any of his discard back.

21. When the elder hand does not take all his cards, he must specify what number he takes or leaves.

OF CALLING AND SHOWING.

22. *Carte-blanche* counts first, and consequently saves piques and repiques. It also piques and repiques the adversary in the same manner as if those points were reckoned in any other way.

23. *Carte-blanche* need not be shown till the adversary has first discarded; only the elder hand must bid the younger hand to discard for *carte-blanche*; which, after he has done, show your *blanche* by counting the cards down one after another.

24. The player, who, at the commencement, does not reckon or show *carte-blanche*, his point, or any sequence, &c., is not to count them afterwards.

25. In the first place, call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

26. If the elder hand call a point, and do not show it, it cannot be reckoned; and the younger hand may show and reckon his point.

27. The tierces, quarts, quints, &c., must next be called, and in case you design to reckon them, call the highest.

28. You are to call a quatorze preferable to three Aces, &c., if you design to reckon them.

29. If you call a tierce, having a quart in your hand, you must abide by your first call.

30. If the elder or younger hand reckon what he has not, but might have had, he counts nothing.

[That is—if a player should claim any count for cards not in his hand, but which may be found in his own discard, and therefore which he might have had, he is debarred from counting anything for that deal.]

31. If the elder hand call forty-one for his point, which happens to be

a quart-major, and it is allowed to be good, and only reckons four for it, and plays away, he is not entitled to count more.

32. If the elder hand show a point, or a quart or tierce, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger hand from reckoning any of equal value.

33. Whoever calls his game wrong, and does not correct himself before he plays, cannot reckon anything that hand; but the adversary reckons all he has good in his own game.

MISCELLANEOUS.

34. The player who looks at any card belonging to the stock is liable to have a suit called.

35. Any card that has touched the board is deemed to be played, unless in case of a revoke, as suit must be followed.

36. If any player name a suit, and then plays a different one, the antagonist may call a suit.

SCAT.

THE game of Scat is, in a general way, similar to Boston de Fontainebleau, but differs from it in many important particulars. The cards used in playing it is the Piquet or Euchre pack of thirty two cards; the four suits differing in importance and value in the following order, viz.: first, or highest, Clubs; next, Spades; then Hearts, and lowest, Diamonds. The cards of each suit rank the same as in Sixty-Six, beginning with the highest, Ace, Ten, King, Queen, Nine, Eight and Seven; the four Knaves serve a different purpose and are called "Matadores." (See Technical Terms, page 144.)

The cards count to the winner of the tricks containing them as follows;

Ace..... 11.	Queen..... 3
Ten..... 10.	Knave..... 2
King..... 4.	The others have no value.

The object of the game is to accomplish a certain task, which is called an announcement; and the player who makes the highest announcement, if successful, receives from, and if unsuccessful, pays to, each the other players a certain number of counters. (See Table, page 1. *also* Laws 4, 5 and 6. page 146.)

A player must take tricks containing *over* 60 points to win a single, 90 points or over to win a double, and 120 points to win a triple. (See Laws 10 and 11, page 147.)

The game is played by three persons; four, five or six may participate in it, but hands are dealt only to three of them at a time in rotation. When only three engage in the game, the dealer gives a hand to himself. (See Laws 1, 2 and 3, page 146.)

TECHNICAL TERMS USED IN SCAT.

Suit.—When a player announces that he proposes to win if a certain suit be trumps, he is said to announce that "suit." If the bid be accepted, the player takes the Scat with his hand and rejects two other cards, which, however, count their face value towards his game. If an Ace be discarded, it must be turned face upwards, so that the other players may see it.

Solo.—This is an announcement to accomplish the same ends as in bidding to play in "suit," but without the aid of the Scat cards, which must remain unseen till the end of the game, when their value is counted towards the "solo" player's game.

Single.—This term is used when a player announces to win over sixty points, playing either in suit or solo.

Double.—This is an announcement to make not less than ninety points, in suit or solo, as the case may be, and a player making this bid, loses the game if he fail to make 90 points.

Triple—is a bid to make a hundred and twenty, that is, all the points, and is lost if the player fail to make them.

[Double and triple bids increase the value of the game (see Table, page 145), and may be sometimes used with advantage by a player in order to gain the privilege of getting the game in his own hands.]

Grand.—This is a bid to win without naming any suit. There are no trumps in this bid except the four Matadores.

Nul.—This is a bid in which a player undertakes to take no tricks at all. This involves no trumps, as there is no suit named, the Matadores cease to be trumps and become simple Knaves.

Grand-tout.—An announcement to take all the tricks, without naming any suit. The Matadores are the only trump cards in this bid.

Nul-ouvert—undertakes to take no tricks, and play, *after the first round*, with the announcer's cards face upwards on the table. This involves no trumps at all, as in Nul.

[It will be seen that the game is dependent on the *face value* of the cards in the tricks taken, and not on the *tricks* themselves. It is possible to take four tricks, containing no card higher than a Nine, and fail to count a single point towards game; in other words, a player may take only six tricks and make a hundred and twenty points; thus winning a game, the four other valueless tricks doing him no good if he take them, and no harm if he lose them. But in Nul, Grand-tout and Nul-ouvert, the *tricks* alone, and not the cards, count.]

I ask.—This is the term used by the eldest hand, to signify that he intends, when the turn comes round to him a second time, to make a bid.

I pass.—When a player deems his cards not good enough to make a bid to play alone, he says "I pass." Having once passed, he cannot afterwards make any bid during that hand.

Scat.—After the cards have been cut, and before dealing, the dealer

lays aside the two top cards, face downwards. These two cards are called the "Scat." (See note to Law 2.)

Matadores.—The four Knaves are called "Matadores," and do not count in their respective suits except in Nul and Nul-ouvert, but are the four highest trump cards, ranking as follows; the Knave of Clubs is the highest trump card, and is called the first Matador; the Knave of Spades, second Matador; the Knave of Hearts, third, and the Knave of Diamonds, fourth Matador.

When Nul, or Nul-ouvert is played, the Knaves resume their places in their respective suits, and rank next below the Queen.

When Matadores are counted, they add to the amount of payments in the following manner: for every Matador, from the first downwards, *in uninterrupted succession*, one counter; it matters not whether these Matadores be in the hand of the party who plays alone, or in the *combined hands* held by his two opponents. Their presence in proper order, either on one side or the other, is only necessary to entitle them to be counted.. The possession of the first Matador is essential to count any: and, without the second Matador, counts one; the first and second count two; the first, second and third, three; and all four, four counters additional. Thus, if a player bid and play Solo in Spades (the price of which is seven counters), and the first three Matadores be either in his hand, or in his opponents' hands, he would receive from (if he won), or pay to (if he lost), each player seven and three, that is, ten counters.

It is usual, before commencing to play, to agree whether Matadores are to count in the game or not.

The usual phrase employed is, "Shall we play *with* or not?"

TABLE OF ANNOUNCEMENTS.

	Single.	*Double.*	*Triple.*
Suit in Diamonds.....	1 counter.	2 counters.	4 counters.
" " Hearts.....	2 "	4 "	8 "
" " Spades.....	3 "	6 "	12 "
" " Clubs.....	4 "	8 "	16 "
Solo in Diamonds.....	5 "	10 "	20 "
" " Hearts.....	6 "	12 "	24 "
" " Spades.....	7 "	14 "	28 "
" " Clubs.....	8 "	16 "	32 "
Grand.....	12 counters	Nul.....	16 counters.
Grand-tout.....	24 "	Nul-ouvert..	32 "

This table determines the value of each bid, independently of the price of the Matadores, *and the rank of a bid is dependent on its value.* Where two bids of equal value occur, the eldest hand, or the player nearest in order to the eldest hand, has the preference, the dealer, when three play, being last in order.

When Matadores are counted, it will be seen that the value and therefore the rank of the bids becomes altered. Thus, a player announcing

Heart Solo (worth six counters), and having in his hand four Matadores, can bid Heart Solo *with* four Matadores, equal to ten counters, and that bid would be better than, and supersede a Solo in Clubs (worth eight), and no Matadores. If he had no Matadores at all, he could bid Hearts Solo *without* four Matadores, and the value of his bid would also be ten counters, because the presumption that he will have four Matadores against him, renders it so much the more difficult for him to win the game, and consequently entitles him to the increased price. It will be understood, that if the bid be a *Suit*, a player may announce that Suit with as many Matadores as he may have in his hand; but he cannot announce *without* them, as he may possibly find one in his Scat, when he takes it up.

THE LAWS OF SCAT.

1. The deal is determined by cutting, and the player who cuts the highest Scat card deals first; the deal passes afterwards in rotation to the left.

[This is another of the very few instances in which the highest cut gets the deal. We think it would be preferable, as already alluded to in the introduction, page 9, to make the rule, which awards the deal to the lowest cut, apply uniformly to all games.]

2. The dealer, after shuffling, and having had the cards cut by the player to his right, lays the two top cards, face downwards, on one side; this is called the Scat, and becomes the property of the successful bidder. (See Technical Terms, *Suit* and *Solo*.) The dealer then gives to the three players, next in rotation to his left, ten cards each, in similar installments. He deals to himself only when three parties are playing.

[The Scat is sometimes laid out after the first round of cards have been dealt; and in dealing, the common practice is to give the cards by rounds of three and two at a time alternately.]

3. In case of a misdeal, the deal passes.

4. The eldest hand has the privilege of first saying whether he means to bid or not. If he intends to make a bid to play alone, he says "I ask." If he cannot make a bid, he says "I pass." The next player to his left can then make his bid, or pass. The next player follows, either bidding or passing, as his cards may allow. The eldest hand then, if his contemplated bid be higher than any already announced, declares what he proposes to play If his bid be a lower one, he says "I pass," and the player who made the highest bid, takes the Scat and has to play alone against the two.

The other players, if any, to whom no hand has been dealt, follow the fortunes of the two players who are the opponents of the one playing alone.

5. If no bid be made, the deal passes.

6. The eldest hand always plays first, and the winner of each trick has the next lead.

7. A player must follow suit if he can. If he cannot, trumping is

optional. He is not obliged to take a trick unless he chooses to do so.

8. If a player revoke, he must pay the announced price of the game to each of the other players; and the discovery of the revoke puts an end to the game.

9. Either playing out of turn, or exposing a card, entitles the opposite party to call for any suit he may prefer, to be led next.

10. If an announcement be made to make a single, in Suit or Solo, a player must count in his tricks over 60 points to win; if he make 90 or more, he wins double; if he make 120, or all the points, he wins triple the price of a single game from all the players. An *announcement* to win all the points is equal to four times the price of a single.

11. If a player make only 60 points or less, he pays the price of the game to each of the other players, active and passive. If he make less than 30 points, he must pay double; if he fail to count at all, he must pay triple the price of the announcement.

[The terms Single, Double and Triple, used in the two foregoing Laws, must not be confounded with the same words used as Technical Terms as applied to bids. In the Laws they are employed to signify that a player wins all he makes, whether he announce it or not; whereas in bidding, these terms are used merely to increase the value of the bid.]

12. If a player bid a single or a double, and, in playing the hand out, he should make all the points (*i. e.*, a triple), he would win three times the price of a single. If he should fail to make a single point he would lose in the same proportion.

13. A passive player is strictly forbidden from interfering with an active player by word or sign, advice or consultation.

DRAW POKER.

Draw Poker is played with a pack of fifty-two cards, and by any number of persons from two to six. At the commencement of the game the deal is determined by throwing a single card to each player. The lowest card designates the dealer; the Ace being the lowest, and the King the highest. Every player has a right to shuffle the cards, the dealer last, and after the first hand the deal passes from player to player in regular succession to the left. The cards are dealt as in Whist, one at a time, from right to left, until five cards have been received by each player. Before dealing, the dealer deposits in the pool, an ante, the amount of which is agreed upon previous to commencing the game.

The eldest hand, or "Age," can, if he chooses, go blind at this game; that is to say, he can bet on his hand before the cards are cut for deal. The next player may double the blind, by depositing in the pool twice the amount of the blind. The succeeding player may straddle it, doub-

ling it again, and so on in the same way. (*See Technical Terms used in Poker.*) Eldest hand alone has the privilege of starting the blind. On seeing his cards and before drawing, each player must, in his turn, either make the blind good, or pass out of the game.

The dealer having given the players their hands, asks each one of them in succession, beginning at the Age, what he will do. A player has a choice of three things. He can draw any number of cards from one to five, previously discarding a like number from his own hand; or retain his cards as they are; or throw them up and go out of the game for that deal. Those who propose to discard and draw, or stand their hand, must chip before doing so; in other words, must put into the pool a certain amount, or ante, previously agreed on, and which is represented by a counter, technically called a chip.

The dealer inquires of each player in rotation, beginning at the eldest hand, or Age, how many cards he wants; and when they have all discarded, but not before, he gives to each the number requested from the pack. The rejected cards are placed in the middle of the table, and cannot be used again for that deal. Unless the ante is limited, any player may bet or raise the pool, previous to drawing, as high as he pleases, and each of the other players must see and go better, or call the bet, or resign his chances for the pool by throwing up his hand.

For example: A, B, C and D are playing; D being dealer; upon raising his hand, and *before drawing*, B, who is to the left of Age (A), seeing that he has a good pair, bets five chips; C sees B's bet and D does the same; A, whose turn it now is to say what he will do, sees the the amount bet by B, and goes five chips better; B, C and D have now five chips each, and A has ten chips in the pool. B has the choice of three things; he may call A, or he can see him the extra five chips and go as many better as he chooses—or he may decline to do either and pass out of the game for that hand. We will suppose that he does the first, and deposits five more chips in the pool; it now passes to C, who has the same choice as B, and, for the sake of illustration, we will suppose that he sees A's five and goes ten chips better, depositing fifteen chips more in the pool. D has the next say, and, having a weak hand, passes out of the game. A calls C, putting ten chips in the pool. B, putting up his ten chips, also calls C, and thus each have the same amount in the pool. Instead of the foregoing, suppose that A does not call C, but runs over his bet, then B can either call, pass, or go better; C having, in his turn, the same option. If B and C both pass, then A takes the pool without showing his hand; in this latter case, the deal is ended; but under any other circumstances, after the players *have all drawn* to their hands, and been regularly served by the dealer, the betting again commences and is conducted precisely as in the preceding example; and if a call is made, the best Poker hand captures the pool. We would here remark that when a bet is made, chips to the amount of the bet must be deposited at once in the pool. In serving the hands, after the discard, should the dealer give a player a larger or smaller number than the latter has demanded, he must rectify the mis-

take by drawing the surplus card or cards from the hand, or making up the deficiency from the pack, as the case may be, *provided* the player announces the error before he raises the cards; failing to do this he must stand out of the game for that deal. Cards accidentally exposed in dealing, are placed at the bottom of the pack. At Straight Poker, any player may pass with the privilege of coming in again, if no bet has been made before he passes; but in Draw Poker this privilege is reserved to the Age, who has the last say. Sometimes all the players pass without chipping, in which case the deal passes to the eldest hand, who puts up an ante for the deal. When a player in his turn brags or bets, his opponents must either cover his bet and call upon him to show his hand, or go better, or pass out of the game. If the player who brags, is neither called nor over-bet by any of his antagonists, he wins the pool without showing his hand. If called, he exhibits his cards; the caller then does the same, and the best hand takes the pool.

When there is no limit to the game, it frequently happens that a player with great nerve and a long purse, will bet so high on indifferent cards, that the confidence of his adversaries is shaken, and they abandon their hands. This is called "bluffing."

When a player who brags is over-bet by an opponent, and cannot cover the additional sum, he can put down all the funds he has and call for a show of hands for that amount. Sometimes the highest hands shown are of identical value; in which case the pool is divided equally between the parties thus tied. Where ties occur in pairs, the best hand is decided by the value of the other cards; for example, a hand consisting of a pair of Tens and a Nine, Knave and King, would be beaten by a pair of Tens and a Knave, Queen and King. If all the players pass, up to the Age, the latter takes the pool and the deal ends.

TECHNICAL TERMS USED IN POKER.

Age.—Same as eldest hand.

Ante.—The stake deposited in the pool by the dealer, at the beginning of the game. At Straight Poker each player puts up an ante.

Blind.—The eldest hand has the privilege of making a bet before the cards are cut to be dealt; this bet is usually limited to a few chips, and is called "going blind." The blind may be doubled by the player to the left of the eldest hand, and the next player to the left may at his option *straddle* this bet; and so on, including the dealer; each player doubling. The Age alone has the privilege of starting the blind, and if he does, any player refusing to straddle, debars those after him from doing so. When the Age declines to go blind, he is sometimes permitted to delegate his privilege to the next player; this, however, must be agreed upon previous to beginning the game. As misunderstandings occasionally occur between Draw Poker players on the subject of blinds, it may be as well to give an illustration here. A, B, C and D are playing, A is dealer. Before the cards are cut, B, the eldest hand, goe

a chip blind, which is covered with two chips by C; C's bet is straddled with four chips by D, and D's with eight chips by the dealer. Upon seeing their hands, but previous to drawing, the players declare what they will do, in the following order: B, having gone blind, and the rest of the players having straddled, has the first say, and, after making the blind good, may raise it at will, provided he keep within the limit of the game. If he makes good he must put up fifteen chips in addition to his first deposit; and C and D fourteen and twelve chips respectively. If A then chooses to respond, he must put up eight chips in order to make good; thus equalizing the stakes in the pool.

The player next to the last straddler always has the first say. Thus, if, as in the preceding example, C has straddled, and D does not double it, then D has first say, being the next player to C, the last straddler; and, having received his cards, and before discarding, must declare whether he will make the blind good or throw up his hand. If he makes the blind good, he has the privilege of raising it as much as he pleases within the limit of the game. Any player after making good, may raise the blind, and the other players must make the amount good, or throw up their hands. Any player declining to see the blind, forfeits his chance for the pool. When the pool is equalized, the dealer helps the players to as many cards as they each may discard and demand.

Bluffing off.—When a player with a weak hand bets so high that he makes his opponents believe he has a very strong hand, and they are deterred from "*seeing*" him, or "going better."

Brag.—To bet for the pool.

Call.—To call a show of hands, is for the player whose *say* is last to deposit in the pool the *same* amount bet by any preceding player, and demand that the hands be shown.

Chips.—Counters representing money, the value of which should be determined by the players at the beginning of the game.

Chipping, or to Chip.—Is synonymous with betting. Thus a player, instead of saying "I bet," may say "I chip" so much.

Double-Header.—In Straight Poker, when all the players "pass," and decline to enter for the pool, or when a misdeal occurs, the stakes must be *doubled*, and the deal passes to the next player.

In Draw Poker, when all the players pass without chipping to fill their hands, the next player must deposit a chip for the deal. This contingency very seldom occurs.

Discard.—Taking one or more cards from your hand and placing them in the centre of the table, face downwards.

Draw.—To discard one or more cards, and receive a corresponding number from the dealer.

Eldest Hand, or Age.—The player immediately at the left of the dealer.

Filling.—To match, or strengthen the cards to which you draw.

Foul Hand.—A hand composed of more or less than five cards.

Flush.—Five cards of the same suit, as five Hearts or five Spades.

Fours.—Four cards of the same denomination.

Full.—Three cards of the same denomination, and a single pair.

Going Better.—When *any* player makes a bet, it is the privilege of the *next player to the left to raise him*, or run over it, that is, to deposit in the pool the amount already bet by his adversary, and make a still higher bet. In such a case it is usual to say: "I see you, and go so much better," naming the extra sum bet.

Limit.—A condition made at the beginning of a game as to the amount that may be bet on a hand.

Pair.—Two cards of the same denomination, as two Kings.

Pass.—"*I pass*," is a term used in Draw Poker, to signify that a player throws up his hand. In Straight Poker, any player may pass and come in again, provided no other player has previously made a bet. In Draw Poker, the Age only has that privilege.

Raising a Bet.—The same as going better.

Royal Flush.—A Straight or Sequence, all of the same suit, as Ace, Two, Three, Four and Five of Diamonds.

Say.—When it is the turn of any player to declare what he will do, whether he will *bet*, or *pass* his hand, it is said to be his *say*.

Seeing a Bet.—To bet as much as an adversary.

Sequence.—Five cards following in regular numerical order of denomination, without regard to suit, as King, Queen, Knave, Ten, and Nine.

Sight.—Every player is entitled to a "sight for his pile," and when a player makes a bet, and his opponent bets higher, if the player who makes the first bet has not funds sufficient to cover the bet made by his adversary, he can put up *all* the funds he may have and *call* a show of hands for that amount.

Straddle.—See *Blind*.

Straight.—The same as Sequence.

Straight Flush.—The same as Royal Flush.

Triplets.—Three cards of the same denomination, as three Aces.

Throw up a hand.—If a player place his cards upon or among the remaining cards of the pack, he is said to "throw up his hand."

THE LAWS OF DRAW POKER.

OF CUTTING AND DEALING.

1. The game of Draw Poker is played with a pack of fifty-two cards.

2. At the outset of the game, the deal is determined by throwing around one card to each player, and the player who gets the lowest card, deals.

3. In throwing for the deal, the Ace is lowest and the King highest. Ties are determined by cutting.

4. After the first hand is played, the deal passes from right to left in regular succession, and each player takes the deal in turn.

[In Straight Poker, the winner of the pool deals.]

5. The cards must be shuffled above the table; each player has a right to shuffle the cards, the dealer last.

6. The player at the right of the dealer cuts the cards.

7. Five cards must be dealt to each player, one at a time, commencing with the player to the left of the dealer, and, if a card is faced in the pack, a new deal may be demanded.

8. If a card be accidentally exposed by the dealer while in the act of dealing, the player to whom such card is dealt *must* accept it as though it had not been exposed. (See Law 26.)

[This rule does not apply when a card is faced in the pack.]

9. If a card be faced in the pack, a new deal must ensue, and the dealer must deal again.

10. If the dealer gives to himself or either of the other players *more* or *less* than five cards, and the player receiving such a number of cards discovers and announces the fact *before* he raises his hand, it is a misdeal, and the dealer must shuffle and deal the cards again.

11. If the dealer gives to himself or either of the other players more or less than five cards, and the player receiving such a number of cards *raises* his hand before he announces the fact, no misdeal occurs, and he must stand out of the game until the next hand.

OF THE VALUE OF HANDS.

12. The hands count by Pairs, by Two Pairs, by Triplets, by Flush, by Full, and by Fours.

One Pair.—Two cards of the same denomination. For example: two Two's are the lowest, and two Aces are the highest pairs. The pair may be of any color.

Two Pairs.—Two pairs of different cards in the same hand count next to a single pair. Aces and Kings are the highest, and Two's and Three's are the lowest two pairs.

A Straight, Sequence, or Rotation is five cards following in regular order of denomination, as Ace, Two, Three, Four, and Five, and the cards may be of different suits; a straight will beat triplets. In a straight the Ace plays both ways, but its value is different. When with the King, Queen, Knave and Ten, it makes the highest straight; when with Two, Three, Four and Five, the lowest.

[Straights are not considered in the game, although they are played in some localities, and it should always be determined whether they are to be admitted at the commencement of the game. In some coteries a royal, or straight flush, outranks four cards of the same denomination; but this, like all other modifications not strictly legal, must be agreed upon before commencing the game.]

Triplets are three cards of the same denomination, and rank higher than two pairs. For example: three Two's beat a pair of Aces and Kings.

A Flush is five cards all of the same suit, and beats three Aces.

Should it so happen that two flushes are dealt in the same deal, the winning hand must be decided by the denomination of cards composing the flush. Thus, a flush, with an Ace highest, would beat a flush with King highest. In the flush, the Ace counts both ways, as in the straight. Ace with King, Queen, Knave and Ten, will beat Ace with Two, Three, Four and Five, and Two, Three, Four, Five and Six is the lowest flush that can be held.

Full Hand is three cards of the same denomination, and a single pair. A full ranks higher than a flush; for example: two Two's and three Three's will beat a flush.

Four of the same denomination is the highest combination of the cards in Poker, and four Two's will beat a full hand of Aces and Kings. Therefore, the only certain winning cards are four Aces, or four Kings and an Ace.

[It is strongly urged by some players, that the strongest hand at Draw Poker should be a *straight, or royal flush*, for the reason that it is more difficult to get than four of a kind, and removes from the game the objectionable feature of a known invincible hand. It is *impossible* to tie four Aces or four Kings and an Ace, but it *is possible* for four straight flushes of the same value to be out in the same deal. No gentleman would care to bet on a "sure thing," and we therefore think the straight flush should be adopted when gentlemen play at this game.]

13. When none of the foregoing hands are out, the best is determined by the rank of the leading cards, thus: Ace, King and Two will beat Ace, Queen and Knave, or a hand led by the Ten will beat a hand led by the Nine.

14. If, upon a *call* for a show of hands, it occurs that two or more parties interested in the call hold hands identical in value, then the parties thus tied must divide the pool, share and share alike, provided, no party likewise interested should hold a hand superior in value. Where ties occur in pairs the best hand is decided by the value of the other cards.

OF PASSING.

15. The eldest hand (*Age*) has the privilege of passing once, and afterwards coming into the game again to brag.

[After the ceremony of the deal has been concluded, the player who is eldest hand says: "My Age," which signifies he passes. No other player has this privilege at the game of Draw Poker, but the reverse of this rule applies when playing Straight Poker, and at that game *any* player may pass with the privilege of coming in again, *provided* no player preceding him has made a bet.]

16. Should the eldest hand, or Age, and the other players chip to fill their hands, and after all the hands are full should the players all pass, then the pool is forfeited to the eldest hand.

17. Should all the players pass without chipping to fill their hands,

the deal passes to the eldest hand, who must put up another ante for the deal.

18. If a player pass or throw up his hand, and afterwards discover that he has a winning hand, or if he throw up his hand, and afterwards discover that his opponent has a foul hand, he cannot come in the game again during that hand, but must relinquish all claim to the pool.

[*Case.*—A, B, C and D are playing, D deals, A is Age; B bets one chip; C passes; D bets one chip; A passes; D, not knowing that B has bet, throws up his hand, and commences to take in the pool; B then claims that he has bet, and is entitled to the pool, but, upon showing his hand, has six cards; D then claims the pool because B's hand is foul. *Decision.*—B wins the pool; D having thrown up his hand has nothing to show, otherwise B would lose on a foul hand. See Law 34.]

OF DISCARDING AND DRAWING.

19. After the deal has been completed, each player may discard from his hand as many cards as he chooses, and call upon the dealer to give him a like number from those remaining in the pack; or he may throw up his whole hand and call for a fresh one.

20. Previous to receiving fresh cards from the pack, each player must place in the centre of the table the discarded ones, which cannot again be taken in hand under any circumstances.

[*Case.*—A, B, C and D are playing Draw Poker. D is dealer. They have all drawn, and D lays off one card, and then takes up his hand and finds he has a full; he does not take the card, but bets for the pot with his contented hand. Has D the right to bet his hand as he did; or is he, because he laid that card off, obliged to take it? *Decision.*—The dealer must take the card he has laid off.]

21. Before discarding and drawing from the pack, each player must chip in the pot or pool for the privilege of drawing.

22. The eldest hand must discard first, and so in regular rotation round to the dealer, who discards last, and all the players must discard before any party is helped.

23. Any player, previous to raising his hand or making a bet, may demand of the dealer how many cards he drew, and the latter must reply correctly. By raising his hand or making a bet, the player forfeits the right to inquire, and removes the obligation to answer.

24. Should the dealer give any player *more* cards than the latter has demanded, and the player discovers and announces the fact before he raises his cards, the dealer must withdraw the superfluous cards and restore them to the pack. But if the player raise the cards before informing the dealer of the mistake, he must stand out of the game during that hand.

25. Should the dealer give any player fewer cards than the latter has discarded, and the player discovers and announces the fact previous to lifting the cards, the dealer must give the player from the pack sufficient

cards to make the whole number correspond with the number originally demanded. If the player raises the cards before making the demand for more, he must stand out of the game during that hand.

26. If a player discards, and draws fresh cards to his hand, and while serving him the dealer exposes one or more of the cards, the dealer must place the exposed cards upon the bottom of the pack, and give to the player a corresponding number from the top of the pack. (See Law 8.)

[*Case.*—A, B, C and D play at Draw Poker. A deals, and B chips, and asks for three cards. While helping him, A accidentally turns up one of the three cards. Has B the privilege of electing whether to accept or decline the card thus exposed? *Decision.*—B has no choice in the matter, and cannot receive the card. If this rule prevailed. B might accept the card if it was of the suit or denomination he desired, or decline it, if of no value in filling his hand, and thus have two chances, which would be a manifest injustice to the other players.]

OF BETTING, CALLING AND SHOWING.

27. Previous to drawing from the pack, or after the hands are filled, any player in his proper turn may bet or raise the pool as much as he chooses, provided there is no limit to the game. Should the game, however, have a limit, no player can bet more than the sum agreed upon as the limit at the commencement of the game.

28. Should any player in his regular turn brag or bet any sum within the limit of the game, his opponents must call him, go better, or pass out of the game.

29. When a bet is made, chips for the amount must be deposited in the pool.

30. Should a player call an opponent, both parties must show their hands, the caller last, and the best Poker hand wins.

31. When a player brags, and his opponents decline to call him or go better, he wins the pool, and cannot be compelled to show the value of his hand.

32. When a player is called, he must show all the cards in his hand to the board.

33. Upon a show of hands, a player who miscalls his hand, does not lose the pool for that reason, for every hand shows for itself. (See Law 18.)

34. Any player betting with more or less than five cards in his hand, loses the pool, unless his opponents all throw up their hands before discovering the foul hand. If only one player is betting against the foul hand, that player is entitled to the ante and all the money bet; but if there are more than one betting against him, then the best hand among his opponents is entitled to the pool. (See Law 18.)

35. When a player makes a bet, and his opponent bets higher, if the player who makes the first bet has not funds sufficient to cover the bet

made by his adversary, he can put up *all* the funds he may have and *call* a show of hands for that amount.

[If the players calling for a show of hands has the best one, he wins the ante, and an amount from each player who bets over him, equal to the sum that he himself has bet. The next best hand is entitled to the balance of the bets, after settling with the caller. If, however, a player borrows to *raise*, he must borrow to call, but reasonable time must be allowed him to do so. It is better, and may save much dispute, for each player to expose his capital, and play "table stakes;" this is now Club-House usage.

36. None but the eldest hand (Age) has the privilege of going a blind. The party next and to the left of the eldest hand may double the blind, and the next player straddle it, the next double the straddle, and so on until the same reaches the dealer. (See Technical Terms used in Poker, page 149.)

37. A player cannot go *blind* after the cards are cut. Should the eldest hand go *blind*, the other players must make the blind good before they draw to their hands, or else pass out of the game.

38. A player cannot straddle a blind and raise it at the same time, nor can any player raise a blind before the cards are dealt.

39. After the deal, any player, after making the blind good, may raise it as much as he chooses within the limit of the game.

40. Any player who declines to straddle a blind, debars those who come after him from doing so.

STRAIGHT POKER.

STRAIGHT POKER, or Bluff, as it is sometimes called, is played with a pack of fifty-two cards. The game is governed by the same rules as Draw Poker, and differs from the the latter game in the following particulars only:

I. The winner of the pool has the deal.

II. Each player anties before the cards are cut for the deal.

III. Any player may pass with the privilege of coming in again, provided no player *preceding* him has made a bet.

IV. No player is permitted to discard, or draw any cards.

V. When all the players pass, the eldest hand deals, and each player deposits another ante in the pool, thus making what is termed a "double-header." When a misdeal occurs the rule is the same.

To avoid confusion, and prevent misunderstanding, instead of each player depositing an ante before the cards are cut, it is usual for one of the players (at the commencement of the game, the dealer) to put up a sum equal to an ante from each, thus: if four are playing and the ante is one chip, the dealer puts up four chips, and passes the *buck*, *i. e.*, a

knife or key, to the next player at his left. When the next deal occurs, the player having the buck puts up four chips, and passes the *buck* to his next neighbor, who in turn does the same, and so it goes round as long as the game continues. Straight Poker is but seldom played, having been superseded by the Draw game.

WHISKEY POKER.

THIS is a neat variation of Draw Poker, and is a most amusing game Each player contributes one chip to make a pool, and the same rules govern as at "draw," except that the strongest hand you can get is a straight flush. Five cards are dealt to each player, one at a time, and an extra hand is dealt on the table, which is called the "*widow.*" The eldest hand then examines his cards, and, if in his judgment his hand is sufficiently strong, he passes. The next player then has the privilege of the widow, and for the purpose of illustration we will suppose he takes it; he then lays his discarded hand (that which he relinquishes for the widow) face up in the centre of the table, and the next player to the left selects from it that card which suits him best in making up his hand, and so on all around the board, each player discarding one card, and picking up another, until some one is satisfied, which he signifies by knocking upon the table. When this occurs, all the players around to the satisfied party have the privilege of one more draw, when the hands are shown, and the strongest wins. If any player knocks before the widow is taken, the widow is then turned face up, and each player from him who knocks has but one more draw. Should no one take the widow, but all pass to the dealer, he then turns the widow, and all parties have the right to draw until some one is satisfied.

STUD POKER

Is the name of a game which, in all essential particulars, is like the other Poker games, and is subject to the same laws, and mode of betting, passing, etc. It is played in this manner:

Five cards are dealt, one at a time—the first dealt, as usual, face down, all the others face up, the higher pair, or best hand, winning, as at "draw." To illustrate, suppose the dealer's four cards as exposed, are a King, Four, Seven, and a Five; and his opponent's a Queen, Ten, Six, and Nine—the dealer's hand in sight, is the better hand, but the call being made, and the unknown cards turned over, the non-dealer

shows an Ace, and his opponent an Eight; of course the dealer loses.

This game is sometimes played with great spirit, the betting being predicated upon the value of the first or unknown card, each player having the right to look at his own card, as soon as dealt.

BRAG.

THIS game is played with an entire pack of cards, which rank as at Whist, except the Knaves and Nines, which are called *braggers*, and rank the same as any cards they may be held with. Thus, an Ace and two Knaves or Nines, or one of each, are called three Aces; a Two and two *braggers*, three Two's; a King and *one bragger*, two Kings, and so on. The number of players is usually from four to eight. The cards are cast round for the deal and the lowest card deals first, and afterwards in succession to the left. The person on the left of the dealer then puts into the pool any sum he pleases, which is called the *ante*. If the next player chooses, he may put in *double* the sum (same as the blind in Draw Poker), *double* again, and so each in his turn; but this must be done before the deal commences. The *ante* being paid, three cards are dealt to each player, one by one. Each player, in rotation, having examined his hand, decides whether he will *go in*; if he does, he puts into the pool the amount of the *ante*; if he does not *go in*, he throws up his cards, unexposed, and waits for the next deal. The dealer then gives to each player who *goes in* as many cards from the pack as he discards from his hand, which completes the deal. The eldest hand, that is, the first on the left of the dealer who *goes in*, then begins the play. He must either *brag*, *pass eldest or bolt*; if, on examining his cards, he dares to *brag*, he must put into the pool any sum he pleases (not less than the whole ante), naming the amount: or, he may say, "*I pass*," retaining his cards, and becoming youngest hand; or, if his cards are bad, he may *bolt*, that is, throw up his cards, and forfeit his interest in the pool for that deal. If he *bolts*, the next player becomes eldest, and has the same right, and so on until some one *brags*. None but eldest hand can *pass*. If the elder hand *pass*, the next player must either *brag* or *bolt*. After any player has *bragged*, the rest must either *go it* (by putting into the pool the amount *bragged*, saying, "*I go it*"), or *bolt*; the youngest hand, that is, the last who *goes* the *brag*, may *call a sight*, or return the *brag*; if he *calls a sight*, the cards must be shown in rotation, the player who calls showing last, and the best hand shown wins the pool; if he *returns the brag*, he must put up such sum over the last *brag* as he chooses, and the game goes round again, each player who does not *bolt*, must put up the amount bragged; he who last *goes* any *brag*, has the right to call a *sight* or *return the brag*; and thus the game continues, until a sight is called, or some player brags so high, that

all the others *bolt*, when the last bragger wins the pool, be his hand what it may. The game is then continued by a new deal.

If the *ante* is doubled, the eldest hand having looked at the cards first dealt him, must either *make good* (*i. e.*, put in as much as will make his *ante* equal to the last double) or *bolt*. And all who *go in* must pay the same amount. All the players having either *gone in* or *bolted*, the last doubler has a right to draw half his stake, and throw up his hand.

After the first three cards are dealt, but before *taking in*, the eldest hand having seen his card, may *raise* the *ante* (unless it has been doubled) by putting in any sum he pleases; and all who *go in* must pay the amount of the whole *ante*.

Observe, that the same rule applies to *doubling* the *ante*, *raising* the *ante*, and *bragging*; the player who last goes the *double*, *raise*, or *brag*, has the right, in his turn, of increasing either.

The best hand in this game is, a *pair-royal*, that is, three cards of one kind, three Aces being better than three Kings, and so on; the next best is a *pair*, two Aces, two Kings, &c.; and then the highest single card. A natural pair-royal, which is formed without the aid of braggers, is better than one of the same rank formed with them; thus, three Aces are better than two Aces and one bragger; three Two's are better than two Two's and one bragger; and pairs are governed by the same rule. The Knaves and Nines are of equal rank, except that two Knaves and a Nine, or a Knave and two Nines, are called three Knaves. If two hands of equal strength are shown, the eldest wins. A table is annexed, in which the hands are ranked according to their value. It should be noted, that two Aces and a King are no better than two Aces and a Two, as no card is of any value except it makes a pair or a pair-royal. You should understand this thoroughly before you begin to play, in order to know in what manner to discard and take in, in forming your hand.

The game of Brag is very similar to Draw Poker, indeed, the latter is the offspring of the former. We quote the above, with slight alterations, from one of the latest editions of Hoyle.

TABLE, SHOWING THE RANK OF THE DIFFERENT HANDS.

Pairs-Royal.	*Pairs-Royal.*
3 Aces,	3 Tens,
2 Aces and 1 bragger,	2 Tens and 1 bragger,
1 Ace and 2 braggers,	1 Ten and 2 braggers,
3 Kings,	3 Nines,
2 Kings and 1 bragger,	3 Eights,
1 King and 2 braggers.	2 Eights and 1 bragger,
3 Queens,	1 Eight and 2 braggers,
2 Queens and 1 bragger,	3 Sevens,
1 Queen and 2 braggers,	2 Sevens and 1 bragger,
3 Knaves,	1 Seven and 2 braggers.
2 Knaves and 1 Nine,	3 Sixes,
1 Knave and 2 Nines,	2 Sixes and 1 bragger

Pairs-Royal.	*Pairs-Royal.*
1 Six and 2 braggers,	3 Three's,
3 Fives,	2 Three's and 1 bragger,
2 Fives and 1 bragger,	1 Three and 2 braggers,
1 Five and 2 braggers,	3 Two's,
3 Fours,	2 Two's and 1 bragger,
2 Fours and 1 bragger,	1 Two and 2 braggers.
1 Four and 2 braggers,	

Pairs.	*Pairs.*
2 Aces,	1 King and 1 bragger,
1 Ace and 1 bragger,	2 Queens,
2 Kings,	1 Queen and 1 bragger, &c.

THE LAWS OF BRAG.

1. When a player brags so high that all his antagonists bolt, he need not show his hand.

2. No player shall examine the pack, or the hands bolted, or show them to any player who is bragging.

3. Nothing can be claimed for a hand bolted or thrown up unexposed.

4. If the dealer misdeal the first three to each player, he forfeits the amount of the *ante*, and must deal again.

5. If any player take in more or less cards than he is entitled to, and does not correct it before his cards or any succeeding him are shown, he loses his right in the pool the same as by bolting; but the game goes on.

6. If a card is faced in the pack, a new deal may be called.

7. If a card is shown in dealing, the player to whom it was dealt may refuse it.

8. No player may *brag* or *go it*, without putting up the amount.

9. If no person *goes in* to the *ante*, the stake is withdrawn, and the deal passes to the next.

10. Every player has a right to shuffle the cards; the one on the right of the dealer must cut them.

11. No one but the dealer is obliged to tell how many cards he took in, and he is not obliged to tell any player that has made a bet.

ALL-FOURS.

This game, sometimes called *Old-Sledge* and *Seven-Up*, is played with a full pack of fifty-two cards, which take rank as at Whist—the Ace being the highest and the Two the lowest. The number of points

to be played for are seven; unless otherwise agreed on before the commencement of the game.

The players cut for deal, the highest card having the deal. The Ace is highest—the other cards taking their regular order. Ties cut again. The dealer then gives six cards to each, three at a time, and turns up the thirteenth, if there be two players, and the twenty-fifth if there be four. The turn-up is the trump. The non-dealer then looks over his hand, and either holds it for play or begs, as hereafter explained. If the Knave turn up, it belongs to the dealer, who scores one for it (but when the Knave is dealt to a player, and is taken in play by a higher card—Ace, King or Queen of trumps—then the point is scored by the winner). The non-dealer having decided on his hand (it is not allowed to "beg" more than once, without it be previously agreed to do so), he plays a card of any suit. Then the dealer plays another card to this, and, if it be higher, he wins the trick and plays another card, and so on throughout the six tricks. Each player must follow suit if he can, unless *he chooses to trump*. When the whole of the tricks are played out, the points are taken for high, low, Jack, game, as the case may be. Thus, one player may score a point for *high*, and the other for *low;* the greatest number, counting on the court-cards, Aces and Tens in each hand, reckoning for game. The winning of the Knave, the making of the Tens, and the taking of your adversary's best cards, constitute the science of the game. The hand in which the Knave of trumps is eventually found, is the one which scores the point for the Jack. The *high* and the *low* always belong to the original possessor of those trumps.

All-Fours is played by either two or four players; the same rules applying in the four-handed, equally as in the two-handed game.

The parties usually decide who shall be partners by *cutting* the *cards*, the two highest and the two lowest being partners. The four players divide themselves into two *sets*, each playing sitting opposite his partner, as at *Whist*. The first deal is decided by *cutting* the cards, the highest *cut* having the deal, but afterwards it is taken by each party alternately. When parties play for money it is usual to *cut for deal* at the commencement of each game. The *dealer* and the player on his *left only* are permitted to look at their cards previous to the latter deciding upon his hand, and in case he begs, the other parties must not raise their cards until the dealer announces whether he will "give one" or run the cards to another trump. This is done to prevent collusion between partners.

TECHNICAL TERMS USED IN ALL-FOURS.

High.—The highest trump out; the holder scores one point,

Low.—The lowest trump out; the original holder scores one point. even if it be taken by his adversary.

Jack.—The Knave of trumps. The holder scores one point, unless it be won by his adversary, in which case the winner scores the point.

Game.—The greatest number that, in the tricks gained, can be shown by either party; reckoning for—

Each Ace *four* towards game.
" King *three* " "
" Queen *two* " "
" Knave *one* " "
" Ten *ten* " "

The other cards do not count towards game; thus it may happen that a deal may be played without either party having any to score for game, by reason of holding neither court-cards nor Tens.

When the players hold equal numbers—ties—the elder hand, the non-dealer, scores the point for game.

Begging is when the elder hand, disliking his cards, uses his privilege, and says, "I beg;" in which case the dealer must either suffer his adversary to score one point, saying, "Take one," or give each three more cards from the pack, and then turn up the next card, for trumps; if, however, the trump turned up be of the same suit as the first, the dealer must go on, giving each three cards more, and turning up the next, until a change of suit for trump takes place.

Eldest Hand.—This term signifies the player immediately to the left of the dealer.

LAWS OF THE GAME OF ALL-FOURS.

OF CUTTING AND DEALING.

1. The deal is determined by cutting the cards, and the player cutting the highest card deals. In cutting, the Ace is the highest card, and ties cut again.

[In the four-handed game, the two highest play against the two lowest.]

2. Less than four cards is not a cut, and the player cutting must leave at least four cards at the bottom of the pack.

3. If a card be exposed, a new cut may be demanded.

4. A new deal may be demanded if, in dealing, an opponent's card be faced, or if the dealer in any way discover any of his adversary's cards; or if, to either party, too few or too many cards have been dealt. In either case it is optional with the players to have a new deal, provided no card has been played, but not afterwards.

5. If the dealer expose any of his own cards, the deal stands good.

6. If a misdeal should occur, the dealer must bunch the cards and deal anew; the opponent of the dealer, however, has the option of the deal, if he chooses to take it.

[The dealer deals again, otherwise he might make a misdeal purposely for the sake of getting the beg. The reason is embodied in the law maxim, that "a man cannot take advantage of his own wrong."]

forfeits the deal, if B chooses to claim it, for his misdeal. But when the misdeal is to A's manifest advantage, A has to deal again, otherwise he would "take advantage of his own wrong." See "Cases and Decisions," page 25.]

7. The deal passes to the left.

[The following case may, and frequently does arise in a three-handed game of All-Fours: A, B and C are playing, A deals, and B goes out in that hand. In the regular course, it would be B's deal, and C's beg; but B being out of the game, the question arises, must C deal, or can he claim his beg? *Decision.*—In a somewhat analagous position in the game of Pitch, when A dealt, and B went out, it was decided that it would be proper for B to deal A and C their hands and then retire from the game. The decision was made upon the ground that it would be a manifest wrong to deprive C of the great advantage of the pitch, while A's right would not in any way be compromised or interfered with. We concur in this opinion, as far as the game of Pitch is concerned, but such a rule would not be proper in three-handed All-Fours, for the reason that if B were to deal, and A were to beg, the dealer B would have no power to give or run the cards, having retired from the game. The deal must therefore, in a case like this, pass to C.]

THE SCORE.

8. The points score in the following order: 1st, *high*, 2d, *low*, 3d, *Jack*, and 4th, *game*.

[Thus it will be seen that if two parties are playing, and the game stands six points each, he who scores high goes out first, as that takes precedence of the other points, unless Jack is *turned up* by the *dealer*. The same is the case when the game stands *five* to *six*; the former goes *out* on *high* and *low*, although the latter may make *Jack* and *game* in *play*; but if the former make *Jack*, and hold *high*, the latter will go out on *low*.]

9. Each Jack turned up by the dealer, counts one point for him in the game, unless a misdeal should occur *before* the Jack is turned. If the dealer turns Jack, and a misdeal should occur afterwards, even though it be in the same hand, or if he turns Jack and the cards run out by reason of the same suit being turned, he is not debarred from scoring the point.

10. One card may count all fours; for example, the eldest hand holds the Knave, and stands his game; the dealer having neither trump, Ten, Ace, nor court-card, it will follow that the Knave will be both high, low, Jack, and game.

11. Should there be a tie for *game*, the non-dealer scores the point. If three or more are playing, and there is a tie, the eldest hand scores game.

OF BEGGING.

12. If a player beg, it is at the option of the dealer to give him one point or run the cards for a new trump. When playing three-handed, if the dealer give one player, he must give both.

[Running the cards is accomplished in the following manner: The dealer having laid aside the old trump, deals three more cards to each player, and then turns up the next card for the new trump. If, however, the card turned up should be of the same suit as the original trump, the dealer must repeat this operation until the trump suit is changed.]

13. No player may beg more than once in each hand.

[There is nothing to prevent the dealer and the eldest hand from *bunching the cards*, *i. e.*, having a fresh deal, after the latter has begged, and the cards have been run by the former, provided they mutually agree to do so; or, if the new trump is unsatisfactory to both, they may agree to run them again instead of bunching, but a suit cannot become trump that has once been turned down during the deal.]

4. Should the same suit be turned until the cards run out, then the cards must be bunched, and dealt anew.

[*Case.*—A, B, C and D are playing All-Fours; A having the deal, turns up a Club for trump; B begs; A runs them and again turns up a Club; he still continues, and once more turns up a Club. The question is, can B insist that the dealer turn the last card for trump? *Decision.*—No. If A elect to bunch the cards and deal anew, under these circumstances, he may do so. The dealer *must* give each player three cards *before* turning for a new trump, and continue doing so until a trump is obtained. When he cannot comply with this condition, a new deal ensues.]

15. When playing the four-handed game, the *dealer* and the player on his *left only*, are permitted to look at their cards previous to the latter deciding upon his hand, and in case he begs, the other parties must not raise their cards until the dealer announces whether he will "give one," or run the cards to another trump.

OF THE REVOKE.

16. Each player must follow suit, if he can, unless he chooses to trump. A revoke, with Jack in revoker's hand, adds two points, without Jack, one point to opponent's score.

ALL-FIVES.

THIS game is played with an entire pack, in the same way as All-Fours, but instead of seven points, sixty-one points are played for, to consid-

tute the game, which is marked on a cribbage-board. For Ace of trumps the holder marks *four* points when he plays it; for King of trumps, *three*; for Queen, *two*; for Knave, *one*; for the Five of trumps, *five*; and for the Ten of trumps, *ten*. If the Knave, Ten, or Five be taken in play by superior cards, the points belonging to them are scored by the winner. In counting for game, the Five of trumps is reckoned as five, and all the other Aces, Kings, Queens, Knaves, and Tens, are counted as in All-fours. A good deal of skill is necessary in order to play this game well: the proficient holding back a superior card to catch the Ten or Five. Trump after trick is not compulsory unless previously agreed to. The first card played by the non-dealer is the trump. The rest of the rules are the same as in All-fours. It may be played by four persons, either as partners or singly, and is a good merry sort of game.

COMMERCIAL PITCH, OR AUCTION ALL-FOURS.

THIS is another game of "All-Fours," quite amusing and exciting in its character, especially as it may be played by as many as eight persons. It is subject to the usual rules of "All-Fours," and is played as here described:—

Before the game commences, it is usual to score ten points to each player, and each strives to wipe out this score, as in the game of Set-Back Euchre. Every point a player makes is deducted from his score, and the first who wipes his score entirely out wins the game. The cards are shuffled, cut, and dealt as in the ordinary game, except that no trump is turned, and then commences the *commercial* part of the play, which is bidding for the privilege of making the trump. This is commenced by the eldest hand, who is said to "sell the trump." If, upon examination, the player next to the eldest hand thinks his hand is strong enough to make a trump, he bids, or declares how many points he will give the eldest hand to be allowed to make the trump—he may, for example, bid *two*—the next hand may bid *three*, while the third and fourth, not having good hands, decline to bid; and if no one is disposed to give more, the play begins by scoring the bid, which announces the pleasant fact, that the eldest hand has wiped out three points before a card has been played. Now, if the player who made the highest bid does not make the points bid, he loses, or is set back three points, so that he would have thirteen to make, while the eldest hand would have but seven to go. In this manner the game proceeds, each one retiring upon making ten points, until the players are reduced to two, and he

who is finally beaten forfeits whatever may have been pending upon the issue of the game. If a pool has been made up to be played for, the first hand out wins. It sometimes happens when a player has four points scored, and thinks he can make four points, and the game, that he will bid four for the privilege of the pitch, but if he fails he is set back four points. If no player bids for the pitch, then the eldest hand takes that privilege, and pitches what trump he chooses. The player who makes the trump is compelled to pitch it. The trump must be put up for sale, but if the seller is offered less than he thinks he can make by pitching the trump himself, he may refuse to sell, and retain the privilege of the pitch; if, however, he fails to make the number of points he was offered for the pitch, then he is set back that number.

The score of this game is kept the same as Rounce. (See page 173.)

FRENCH FOURS,

SOMETIMES called *French Loo, California Jack, and Spanish All-fours*, is a variety of All-fours. It is played with a pack of fifty-two cards three cards are dealt to each player, and the pack is turned with the cards exposed, face upwards, the top card being trump. Whoever *makes* or *takes* low, Jack, or game, scores a point for each. High is of course scored by the fortunate player who has it dealt to him, or draws it from the pack. There is no "begging" in this game, but the eldest hand, *i. e.*, the player next on the left of the dealer, may lead any card he chooses, and his opponent must follow suit. After each trick the dealer distributes one card, face up, to each player, beginning with the winner of the trick. Thus each player will have three cards in hand until the pack is exhausted. The game is otherwise governed by the same law as All-fours. Two, four, or eight may play this game with a complete pack, but when any other number engage at it, sufficient unimportant cards must be taken from the pack before dealing, to make the deal go round without remainder. Thus—when three play, one card (usually the Two of one of the suits) must be rejected. When five play, two cards must be rejected, and when seven play, three. The rejected cards must be exposed to the view of all the players. French Fours may be played with partners the same as the regular game of All-fours.

Apparently this game is more simple than All-fours, but such is not the case, for although each player may see what cards his adversary draws, yet where four play the game, a better memory and closer attention are essential than at the game of Whist.

BÉZIQUE.

TECHNICAL TERMS USED IN BÉZIQUE.

Bézique (*Single*).—The Queen of Spades and Knave of Diamonds.

Bézique (*Double*).—Two Queens of Spades, and two Knaves of Diamonds.

Brisques.—The Aces and Tens in the tricks *taken*.

Common Marriage.—The King and Queen of the same suit, other than trumps.

Eldest Hand.—The player immediately at the left of the dealer. When two play, the non-dealer.

Fours of Aces, Kings, Queens, or Knaves.

Pack.—The same as the Euchre, Piquet, or Ecarté pack, composed of thirty-two cards, all under the Seven spots being discarded.

Quint-Major.—Same as Sequence.

Royal Marriage.—The King and Queen of trumps.

Sequence.—Ace, King, Queen, Knave, and Ten of trumps.

Stock.—The number of packs of cards corresponding with the number of players, shuffled together, and ready to be dealt.

Talon.—The cards remaining after the dealer has distributed eight to each player.

THE LAWS OF BÉZIQUE.

1. Bézique is ordinarily played by two persons, with two or three packs of thirty-two cards (Euchre packs). The game is usually 1,000 points.

2. The deal is determined by cutting, and the player cutting the lowest card deals.

3. The deal is accomplished by giving each player three cards for two rounds, and two cards on the last round, thus giving each eight cards, and the seventeenth (if only two play) is turned up for trump. If a misdeal should occur, the hand passes or the dealer must deal again, at the option of the eldest hand.

4. After the deal is completed the dealer places the talon upon the table, at his right.

5. The eldest hand leads first, and the player who wins the trick takes a card from the talon in order to complete his number of eight cards. The one who has lost the trick then takes a card in the same manner, and the play continues till the talon is exhausted. The winner of the trick has the privilege of the lead.

6. When a card is led, and other cards identical in value are played in the same round, the first card played takes precedence of *all* others of the *same denomination*, and wins the trick, unless it is trumped, or outranked by a card of superior value.

7. The following is the value of the cards, in making the tricks: 1st, the Ace, which takes all other cards; 2d, the Ten; 3d, the King; 4th, the Queen; 5th, the Knave; 6th, the Nine; 7th, the Eight; 8th, the Seven.

8. Whenever a player neglect to take his card from the talon, he loses the play, or, left to the choice of his adversary, he may take the next two cards.

9. The play is equally void, at the choice of the adversary, when a player plays with a card too many; he must, if the play is not declared void, play twice in succession without drawing a card from the talon.

10. When the turned-up trump card is not a Seven, the player holding the Seven of trumps can exchange it for the turned-up card—in which case he scores ten points.

11. The possessor of a Bézique, sequence, or any other combination of cards in hand, must take a trick before declaring the same.

12. The value of the combinations, in counting the points, are as follows:

Each Ace or Ten taken or saved in trick	counts	10 points.
Each Seven of trumps, when played or turned up	"	10 "
The last trick	"	10 "
A common marriage	"	20 "
A royal marriage	"	40 "
A Bézique	"	40 "
Four Knaves	"	40 "
Four Queens	"	60 "
Four Kings	"	80 "
Four Aces	"	100 "
A sequence (*quint-major*)	"	250 "
A double Bézique	"	500 "

13. King and Queen of trumps, or any other suit once married, cannot again be married in the same hand, but may constitute one of four Kings or Queens, a sequence of trumps, or a Bézique, double or single. Or, a King, Queen or Knave once used in a sequence, or a combination of fours, may be employed to form a marriage or Bézique, or an Ace of trumps which has counted in a sequence may be used to make a combination of four Aces, and *vice versa*. In other words, any card, *except either of those which have* been used to form Bézique, may serve to compose any other combination in which it has not previously been employed.

[In France a player is permitted to employ the Bézique cards to form other combinations, even after they have been used to declare a Bezique either double or single, and it may be played so here if agreed upon before commencing the game, but not otherwise.]

14. If after having declared and scored any combination the same combination is filled in the hand, it also counts; but neither of the cards employed to form the first may be used to constitute the second.

[It is necessary—this is to be distinctly understood—that it must be a new combination. It is the practice, in order to escape errors, to place on the table, with the faces up, all cards which have been used to make the combinations after they have been declared; that is, a marriage, a 100 of Aces, an 80 of Kings, a 60 of Queens, a 40 of Knaves, a Bézique, double or single; but the player is privileged to play these cards when he pleases.]

15. If a player declares Bézique, and subsequently is fortunate enough to draw cards sufficient to declare double Bézique, the latter counts 500 points, in addition to the 40 points already scored for Bézique.

16. When a single Bezique is in hand, it may be declared and placed upon the table, and there remain until the double Bézique is subsequently acquired.

[The player must judge from the condition of his hand whether it would be better to try and achieve double Bézique, or abandon the effort for other combinations.]

17. Only one combination may be declared at a time.

[In some coteries they play differently, and the fortunate holder of more than one combination may declare *all* such combinations upon taking a trick. This practice is, however, an innovation not sanctioned by law or general usage, and like all irregular modifications, if played, must be made a matter of agreement before commencing the game.]

18. A player who, having only three cards, declares four and scores, must, when the error is discovered, correct the score by not counting it, and he can be compelled to play one of the three cards, if the error is not discovered before his adversary shall have played.

19. It is permitted to decline following suit as long as there are any cards left in the talon; but the privilege ceases when the talon is exhausted.

20. The player taking the trick *just previous* to exhausting the talon, may *then* declare any combination in his hand. The winner of the trick then takes the last card in the talon and his adversary the trump card, and afterwards no combination can be declared or counted. The declared cards on the table must be taken in the hand of each player, and the *rule imperatively is*, follow suit with the *highest in your hand*, and if you cannot follow suit, trump the trick.

[The player must take the trick if he can, failing to take it he must play his best card of suit, and if he has no card of the suit, his best trump.]

21. After all the cards have been taken in hand, if any player revoke by not playing the *highest in suit*, or refuse to trump when he has not suit in hand, his adversary may claim a deduction of forty points from the score of the player so revoking, or refusing to trump.

22. The last trick having been made, each player counts the Aces and Tens which are in the tricks he has taken; these Aces and Tens

are called brisques. For each brisque the holder scores ten points, which are added to the score made during the playing by the combinations.

23. Brisques are not counted when any one of the players makes the game by scorings made by combinations; that is to say, when neither of the players has made the number of points fixed to complete the game, then he who, with the brisques, counts most over the fixed number, wins; and, in case of a tie, the winner is the one taking the last trick.

ADVICE AND MAXIMS.

1. It is presumed that a beginner is being instructed, and we say to him: you hold eight cards in your hand; you have led a card, and your adversary has taken it; you hold the Queen of Spades; your adversary having taken his card from the talon, you take yours; that card is the Knave of Diamonds; you have then a Bézique, but you say nothing; you wait till you take a trick, then declare it, and score 40 points; you have three Aces, and draw another from the talon; that makes a 100 of Aces, which you also declare when you take another trick—and so on, for as many combinations as you are fortunate enough to form in your hand. Whenever your adversary takes a trick, keep silent, wait patiently, for he is not allowed to score if he fails to make his declaration before you have taken the following trick.

2. It is good play to make your Aces and Tens whenever an occasion is presented for doing so, being careful, however, not to throw away the former when there is any likelihood of declaring four Aces. As the Aces and Tens count ten each in trick, the careful player, by a judicious use of small trumps and Aces of the suit led, may make an aggregate score, at the end of the game, of very respectable proportions. Remember, that *every* Ace or Ten you let your adversary take, scores twenty against you.

3. Do not fail to note, when your opponent displays a sufficient number of Bézique or sequence cards of the same denomination, to satisfy you that it will be impossible for you to form either of those combinations. This will enable you to improve your game by throwing away cards which might otherwise be retained with the false hope of making impossible combinations. For instance, we will suppose A and B to be playing at Bézique, with *one pack* of cards *each;* A twice declares a common marriage in Spades, and also four Aces, two of which are trumps: it is therefore very evident that B cannot make either a single or double Bèzique, and it would be stupid in him to keep the Knave or Knaves of Diamonds in hand, unless in the anticipation of declaring four Knaves. Neither could B hope to make up the sequence, as A had shown both trump Aces. It would therefore be policy in B to play out the Tens and Knaves of trumps in hand, whenever opportunity offered for doing so with profit. B would thus relieve his play, and prepare for other combinations yet in the cards.

4. Be careful not to throw away in play either Bézique or sequence

cards, while there is a reasonable probability of forming either. The reward for declaring those valuable combinations, particularly double Bézique, is so far beyond that of all others in the game, that is good play to retain in hand any card which may serve to compose either of them, as long as *any chance* remains of achieving either.

5. If possible, avoid showing cards that will imform your antagonist that he cannot compose double Bézique or the sequence; you may thus embarrass and cramp his game, by preventing him from forming some more practicable combination, and frequently save Aces and Tens, which he would otherwise take from you.

6. After Bézique has been declared, the cards composing *that* combination cannot be employed to form any *other*. It is, therefore, good policy to retain the Queen and Knave in hand, to aid in forming other arrangements of the cards, before declaring Bézique, particularly when Spades or Diamonds are trumps, for then the Queen may be serviceable in composing a royal marriage, sequence, or four Queens, while the Knave may avail in forming a sequence or four Knaves, and both may *afterwards* be employed to declare Bézique.

7. It is preferable to retain the Kings and Queens in hand, until you can marry them. Therefore, when you are in a dilemma whether to throw away an Ace or a King, save the latter, when you can take the trick with the former. You will thus count ten, and in this way *may* count *all* your Aces in tricks, whereas, it is very difficult to declare four Aces and avoid losing some of them. It is true that four Aces count more than four Kings, but you have a reasonable hope of marrying the latter, and may then throw them into your opponent's tricks without injury to your own game. (See *Maxim* 2.) It is possible thus to save all your Aces in tricks, marry your Kings, and declare four Kings.

8. Do not forget to exchange your Seven of trumps for the card turned up, particularly if the latter is a sequence or Bézique card, and fail not to call for a score of ten for each Seven of trumps you play.

9. If possible, retain your Aces and Tens of trumps for the last eight tricks, and get the lead by taking the trick previous to exhausting the talon. You will thus compel your adversary to lose his Aces and Tens, by playing them on the cards you lead, and by being superior in trumps, you may take all the tricks, and make a very respectable score by this *ruse*. Besides getting the lead, you acquire the privilege of making the last declaration.

10. At the latter part of the game, just before the pack has "*gone from thy gase*," note what cards your antagonist has upon the table, and make such use of this information as will "bring grist to your mill;" flank his Aces and Tens, and demoralize his hand generally.

This game, with some variations, is a very favorite one with the Germans under the name of Penuchle. The main point of difference lies in using only one pack of cards, which, of course, tends to lessen greatly the amount of the score. It is the game of "Sixty-Six" extended and improved.

BÉZIQUE WITHOUT A TRUMP.

THIS is played like the ordinary game, except that no card is turned to make a trump, but the trump is decided by the first marriage which is declared. For example: you or your adversary declare a marriage in Clubs, then Clubs become trumps, and so on with the other suits.

The quint-major of trumps, or the score of 250, cannot be declared until after the first marriage has been declared. The Seven of trumps in this game does not count ten points. The Béziques, four Kings, four Queens, &c., are counted the same as in Bézique when the trump is turned, and can be declared before the trump is determined. It is the same with the other cards which form combinations; their value remains the same as in the ordinary game of Bézique.

BÉZIQUE PANACHE.

IN the game so called, the four Aces, four Kings, four Queens, four Knaves, must be, in order to count, composed of Spades, Diamonds, Hearts and Clubs; thus an 80 of Kings, composed of two Kings of Spades, one of Hearts, and one of Diamonds, does not form a combination; and in like manner with Queens and Knaves. This game ought to be the object of special agreement.

With respect to the combinations of the four points, the rules are those of ordinary Bézique.

THREE-HANDED BÉZIQUE.

BÉZIQUE is sometimes played three-handed and four-handed. The following is the manner of playing three-handed Bézique: The game is begun, if two packs are played with, by throwing out one card, an Eight, no matter what color. After cutting for deal, the dealer has the cards cut by the player on his left, and distributes the cards by two or by three, commencing on his left.

As in ordinary Bézique, and according to agreement, this game is played with eight cards.

The first to play is the player sitting to the left of the dealer, and, in like manner, the one to the left of the winner of a trick.

All the rules which apply to two-handed Bézique, in like manner, apply to this game. The four-handed game is played with partners.

PITCH; OR, BLIND ALL-FOURS.

THIS game is played the same as All-Fours, with the following exceptions:

I. There is no begging.

II. No trump is turned.

III. The eldest hand has the privilege of making any suit he chooses trump, the first card he leads, or *pitches* (as it is termed), being trump.

IV. After the trump is pitched it cannot be recalled.

[If eldest hand pitches a Diamond, mistaking it for a Heart, or another suit, he cannot take it in hand again and pitch another suit, but must play with the suit already pitched for trump.]

V. In the event of a tie in counting game, no game is scored by either party.

[In the regular game of All-Fours, in case of a tie, the non-dealer scores game to counterbalance the advantage the dealer possesses in having the chance of turning Jack. By parity of reasoning, some contend that the non-pitcher should score the game in case of a tie, to equalize the great advantage the pitcher has over his opponent in making the trump. We, however, incline to the opinion that it should not be scored by either party.]

In all other particulars, Pitch is played precisely the same as regular All-Fours, and all the laws of the latter game apply to it with equal force, except the modifications enumerated and explained above. (See note to Law 7, All-Fours, page 163.)

Commercial Pitch, or Auction All-Fours, a variety of this game, will be found on page 165.

SIXTY-SIX.

THIS game is one almost universally in vogue among the Germans, and is deservedly gaining favor in the United States, as it may be classed in the first rank among games for two or three players. It is played with twenty-four cards, viz.: the Ace, Ten, King, Queen, Knave, and Nine of each suit, the cards ranking in value in the order named above, trumps being the superior suit, as at Whist, &c.

The game, when played by two persons, is commenced by cutting for deal, which belongs to the player who cuts the highest card, value

in accordance with their rank in the game; Ace being highest and the Ten next.

The cards are cut by the eldest hand, after having been shuffled by the dealer, who then gives each player six cards, three at a time, commencing with the eldest hand, turning up the next, or thirteenth card, for trump, which is laid on the table—not on the talon, as in other games. A misdeal must be dealt over by the same dealer. The player having the Nine of trumps in his hand may exchange it for the trump card turned up at any time after he has won a trick. This is called discarding.

The eldest hand leads first, after which the lead belongs to the winner of the previous trick. After each trick, each player draws a card from the top of the talon, the winner of the previous trick first, and the loser next, continuing this operation until the talon is exhausted or one of the players closes. (See *Closing*, Technical Terms.)

The game consists of seven points, and the player who first scores that number, wins the game.

The points are made in the following manner: The player who counts sixty-six first, scores one point towards game; if he makes sixty-six before his opponent counts thirty-three, he scores two points; or before his opponent wins a trick, three points.

The cards count as follows to the winner of the trick containing them:

The Ace counts.....	11	The Queen counts.....	3
The Ten.....	10	The Knave.....	2
The King.....	4	The Nine has no value.	

When a player has at any time in his hand a King and Queen of the same suit, he may, when it is his turn to lead, play the one, and showing the other, *announce* twenty points, which are good, although he may lose the trick. He may not, however, count these twenty points unless he has taken, or until he takes, a trick. The King and Queen of trumps count forty, instead of twenty.

The game of Sixty-Six is frequently played by three persons; indeed, this is a favorite practice among Germans. This, however involves some modifications in certain points.

In the three-handed game the deal passes in rotation to the left, the dealer giving the other two players their six cards, commencing with the eldest hand, but none to himself; and, when the round is finished, counts to his score the same number of points made by the winner of that round. But he cannot count his seventh point with the hand he dealt.

For example, if the dealer have already six points, he cannot count the one or more points made in that hand, but must wait till the deal passes, and play the game out with his own hand. Or, if he have four points, and three points are made in the hand dealt by him, he can score only two points, making him six. Dealer can never count out.

This three-handed game is almost always played by the Germans for

a stake, the amount of which is agreed on before beginning to play. The player who makes game first stands out of the game, leaving the other two to play it out, to decide who is the loser, and the loser must pay a stake to each of the others, but has the first deal for the next game. The first deal is a slight advantage, as dealer must score.

If, when the first player goes out, it should be his turn to deal next, he must do so before retiring from the game—because otherwise the lead would be reversed to the other two players.

[Thus: A, B and C are playing; A is dealer; B goes out in that hand, but must deal the next hand before retiring, preserving the lead to C, who is entitled to it. If he retired before dealing, the deal would pass to C, making A eldest hand, a manifest injustice to C.

TECHNICAL TERMS USED IN SIXTY-SIX.

Round.—So much of a game as intervenes between one deal and the next.

Closing.—If at any time a player thinks he can make sixty-six without further drawing, he may, when *it is his turn to lead*, turn down the trump. This is called *closing*.

Drawing.—The act of taking a card from the top of the talon after a trick has been played and taken.

Blank.—A card in hand is said to be *blank* when there is no other card of the same suit in hand with it. The term is also applied to a King and Queen of the same suit, in which case the twenty of that suit is *blank*.

Talon.—The cards remaining in the pack after the deal.

Discarding.—The player having the Nine of trumps in his hand may exchange it for the trump card at any time after he has won a trick, this is called *discarding*.

THE LAWS OF SIXTY-SIX.

1. After the game is closed, no more cards can be drawn from the talon; and if the player who turned the trump down fail to make sixty-six, his opponent scores two points.

2. If a player turn the trump down before his adversary has won a trick, and fail to make sixty-six, his opponent scores three points.

3. Before the game is closed, or the talon is exhausted, neither player is compelled to follow suit, even though trumps be led, but is at liberty to play any card he pleases; but after the trump is turned down, or the cards are all drawn, a player must not only follow suit, but must take the trick if he can; and, if he cannot follow suit, must take the trick with a trump. Any failure in this respect forfeits the count on that hand, and adds two points to the opponent's score.

[In some, but exceptionally few German coteries when a player cannot follow suit, trumping is optionable, not obligatory, but this must be understood before commencing to play.]

4. If a player should declare sixty-six, and, on examination, his cards will not count as much, his opponent scores two points, and the round is ended.

5. Either player may examine the last trick taken, but no other.

6. When a player declares sixty-six, all cards unplayed are void, and the round is ended.

7. In case, at the end of a round, each player counts sixty-five neither scores, but the winner of the next round scores one point in addition to what he may then make.

8. If a player have the Ace, Ten, King and Queen of trumps dealt him, he may *at once* lay them down and score three points, as these cards count in themselves sixty-eight, and his opponent manifestly cannot win a trick.

9. In discarding, the exchange must be made, if at all, before the last card in the talon is drawn.

10. If the trump be turned down, the exchange must be made, if at all, before another card is led.

11. Discarding does not involve the necessity of closing, as the discarded Nine is merely exchanged for, and assumes the place of the trump card.

12. After the talon has been exhausted, the winner of the last, that is, the twelfth trick, adds ten points to his count. The last trick in a round in which the trump has been turned down does not count anything, as it is not the twelfth trick.

13. If a player fail to draw when he ought, and it be discovered *before* either player has drawn another card, the erring player must draw a card at once to rectify the mistake. But if the error be not noticed until after another card has been drawn by either player, the opponent has the choice of ordering the defaulter to draw, and proceeding with the game; or of throwing down his hand, and scoring one point towards his game, thus ending the round.

[If the opponent feel sure of making two or three points, he will, of course, order a draw; under any other circumstances he had better end the round and claim his one point.]

FOUR-HANDED SIXTY-SIX.

THIS is a modification of the game of Sixty-Six for four players, and is the most popular four-handed game played by the Germans, who call it Kreutz-Mariage.

The Seven and Eight of each suit are added to the twenty-four cards used in Sixty-Six, making thirty-two in all. The game is commenced by any one of the four persons proposing to play, dealing the cards round, face upwards, until an Ace falls to one of them; the dealing is

then continued to the three others until another Ace falls—the holders of the two Aces are to be partners in the game, and play against the other two.

The player to whom the first Ace falls becomes dealer for the first round, the deal afterwards passing in rotation to the left. The deal is conducted as in Whist; the last card being turned up for trump, which is the property of the dealer, who takes it up in his hand after the first trick. The play follows in the same manner as at Whist, except that a player, being unable to follow suit, must trump if he can. The last trick counts ten points to the winners of it. There is no announcing or discarding, as there is in Sixty-Six.

The score of the game is seven points, which are made as follows, the value of the cards counting the same to the winners of the tricks containing them, as in Sixty-Six: if, at the end of the round, the winning partners count sixty-six or more, but not over one hundred, they score one point towards game; if over one hundred, but less than one hundred and thirty, two points; if they take every trick, three points. Whichever party captures the Ten of trumps, scores a point at once, and wins the game, if they have already scored six points.

If, at the end of a round, both parties count sixty-five, neither score, but the winners of the next round add one point to whatever they then make. When trumps are led, a player must play to take the trick if he can.

CASSINO.

TECHNICAL TERMS USED IN CASSINO.

Great Cassino, the Ten of Diamonds, reckons for two points.

Little Cassino, the Two of Spades, for one point.

The Cards.—When you have a greater number than your adversary, three points.

The Spades.—When you have the majority of the suit, one point.

The Aces.—Each of which reckons for one point.

The Sweep.—Matching all the cards on the board.

Building Up.—Suppose the dealer's four cards in hand to be a Seven, Ten, and two Aces—his adversary plays a Six—the dealer puts an Ace upon it and says "Seven," with a view of taking them with his Seven—the non-dealer throws a Two upon them and says "Nine," hoping to take them with a Nine then in his hand—the dealer ... and his puts upon the heap his other Ace, and cries "Ten," when, if ... versary has no Ten, he plays some other card, and the de... y not alter ...nation; he is, them all with his Ten. It will be observed that a player ... the denomination of a build, always employs the ... of the same or of

Thus: "Nine" or "Ten"—not "Nines" or "Tens." This is called *building up*.

Build from the Table.—Employing cards on the table to continue a build. (See note to Law 10.)

Call.—Suppose a player to have in his hand two or more cards of the same denomination, and one or more cards of the same denomination remain upon the board, he may play one of them on the table, at the same time calling the denomination, and his opponent is thereby debarred from taking it with a card of any other denomination. In calling the denomination, the plural is always used. Thus: "Fours," not "Four." This is termed *calling*.

Build.—A card already built up.

False Build.—A build made without any card in hand to redeem it. (See Law 11.)

Combine.—To play a card which will take two or more cards of a different denomination, whose aggregate number of pips or spots exactly equals those of the card played. Thus: a Ten will take a Seven, Two, and Ace, the combined spots on those cards being precisely ten.

Last Cards.—Those cards remaining on the board after the last trick is taken, all of which go to the winner of the last trick.

Eldest Hand.—The player sitting at the left hand of the dealer, so called, because he is the first to play.

Misdeal.—An error in giving out the cards, the penalty for which is the forfeiture of the game, and all depending upon it.

THE LAWS OF CASSINO.

OF CUTTING AND DEALING.

1. The game of Cassino is played by two persons, with a pack of fifty-two cards.

[Three, four or six persons may play Rounce, or Set-Back Cassino with a complete pack. It is also sometimes played by four persons, who divide into sets of partners, as at Whist or Euchre. See note to Law 13.]

2. The deal is determined by cutting, and the player cutting the lowest card must deal. Ties cut over. In cutting, Ace is low.

3. At the outset of the game the dealer gives each player four cards, one at a time, commencing with the eldest hand, and either regularly as he deals, or by one, two, three or four at a time, lays four more face upwards upon the board. After the first cards are *all* played, four others must be dealt to each player, one at a time, until the pack is exhausted; but it is only in the first deal round that any cards are to be turned up.

4. In the case of a misdeal, the dealer forfeits the game and all depending upon it.

[The penalty prescribed for the infraction of the above rule may at

first sight seem too severe, but, when we consider the great advantage an unscrupulous player might derive from its open violation, the punishment will not appear disproportionate to the offence committed. Were this rule not to prevail, it is obvious that the dealer might purposely misdeal in anticipation of defeat, and thus, to his adversary's detriment, obtain another chance of winning.]

OF PLAYING AND COMBINING.

5. Each person engaged in the game, beginning with the eldest hand, must play one card at a time, with which he may not only take at once every card of the same denomination upon the board, but likewise all that may combine therewith.

[Thus: a Ten takes not only every Ten, but also Nine and Ace, Eight and Two, Seven and Three, Six and Four, or two Fives, and a player may sometimes have the good fortune to sweep all the cards upon the board with a single card and score a point.]

6. When a player cannot, or does not choose to pair, combine, or build up, he must place a card upon the board face upwards.

OF CALLING AND BUILDING UP.

7. If a player hold two or three cards of a certain denomination, and one or more cards of the same denomination are upon the board, he may play one of the said cards from his hand, and *call* the denomination in the plural number, in which event his adversary cannot combine and take it, or *any* of the cards of that denomination, with a card of a different denomination, neither can he employ them to build upon.

[For instance: A and B are playing Cassino. A deals, and in the first round turns up two Fives upon the table. B holds the other two Fives in his hand, and plays one of them, *calling out* (not FIVE, but) "FIVES." A is debarred from taking any of them with a Ten—because it is a card of another denomination—but B may capture them all with the remaining Five. Again—suppose A and B are playing; and in the course of the game a Three remains upon the board. A holds two Threes, and plays one of them, *calling* "THREES," B having the other Three, plays it, and takes those upon the table. B may not, however, take the Threes with a Six, or employ them to form any combination, by building or otherwise; or, if an Eight, Four and Five are on the table, and a player hold a Nine and Ace, he may put the Four and Five on the table together, and play the Ace in hand upon the Eight on the table, putting them all together and *calling* "NINES," and his opponent cannot take the cards with any card but a Nine.

8. Should a player build up a card to a certain denomination, and his opponent decline to build it up higher, he, the first player, may not alter his build, but must take it with a card of the same denomination; he is, however, at liberty to make another "build," either of the same or of

any other denomination, or he may pair or combine any other cards, before taking up his first "build," but he must comply with one of the above conditions before playing a card which will not do either.

[Thus: if he play a Two on a Five, making it Seven, his adversary failing to take it or build upon it, the first player may not play a Three and make it Ten, but must take it with a Seven. Prior to so doing, he may, however, build a Two upon a Four and make it six, or form a "build" of any other denomination, or he may pair a card, or take several cards by combination, but he must comply with one or other of these conditions, or take up his first "build."]

9. If a player has *built up* a card, and has in his hand more than one card of the same denomination as his "build," and his opponent leaves the "build" undisturbed, the player may play one of those cards upon the cards constituting the "build," at the same time repeating his announcement of the denomination of the "build" (in the manner enjoined in Law 7); and the card so played is equivalent to a "call." This may be done a second time before taking up the "build."

[For instance: A and B are playing; A has three Fours and an Ace in his hand, and there is a Three on the table; A may play his *Ace* on the Three and make it *four*; suppose B leaves it undisturbed; A may play a *Four* from his hand on the top of the "build" and call (not FOUR, but) "FOURS;" if B then fails to take it up A may play another *Four* on the top of the first one, again calling "FOURS," before taking up the "build;" and each of these *Fours* so played on a "build" has all the immunities of a CALL.]

10. A player cannot "build" from the table.

[For instance: if a Seven and Two are upon the table and a player put an Ace upon the Seven calling EIGHT, his opponent cannot employ the Two upon the table to "build" it up to ten.]

11. Should a player make a *false build*, that is, "build up" one or more cards to a certain denomination, or *call* a card (as provided in Law 7), and it subsequently transpires that he holds no card of a similar denomination with which to redeem or take the cards thus *called* or *built up*, he forfeits the game.

[The remark following Rule 4, may apply equally in this case. The spirit of all rules, which enforce a penalty, is that a defaulting player be debarred from profiting by his own delinquency: and in most cases, the only penalty that accomplishes this end thoroughly, is one which, leaving this view of the matter out, might appear unnecessarily stringent; but a less severe penalty would be found to fall short of its object, and there is therefore, unfortunately, no alternative.]

12. When a card is played for the purpose of making a "build," or "call," the player must declare the denomination of the proposed "build" or "call," audibly and distinctly, so that no doubt of his intentions may exist, and failing to comply with this requirement, his op-

ponent may separate the cards, and employ them in any lawful way he may deem to his advantage. No announcement, which may occur in compliance with any of the preceding rules, possesses any value whatever, unless the foregoing condition be strictly observed.

[Thus, the mere *act* of playing a *Five* on a *Two* does not of itself constitute a "build," nor prevent the opponent from pairing the *Five*, or combining the *Two* with a *Seven* to be taken with a *Nine*, or "building" on either of them, unless the player of the *Five* says, when he lays the *Five* on the *Two*, audibly and distinctly, "SEVEN;" or if the play be for the purpose of making a "call," he must mark the distinction between a "call" and a "build." For instance: if he play a *Five* upon a *Five* on the table to make a "call," he must announce his intention by saying, clearly and audibly, "FIVES." The same is of course applicable to "builds" or "calls" of any other denomination.]

OF THE SCORE.

13. The points gained by each party are counted at the end of each deal, and that party which has the greatest number of points wins the game.

[In Europe Cassino is played differently; the game there is eleven points, and a player must achieve that number before he can win. The manner of scoring is as follows: at the conclusion of each deal the points gained by each party are counted, and that party which has the least number of points scores nothing, but his points are deducted from the winning party's, who scores the difference towards game. When three persons play, the two lowest add their points together, and subtract from the highest; but if their two numbers added together amount to or exceed that of the third player, then neither scores. It will be seen that a game played thus might last through several deals. The European game is the favorite with those who play merely for recreation, and is known as Set-Back or Rounce Cassino.]

14. A tie precludes both parties from counting the points on which they tie.

15. That party which obtains the great Cassino reckons.... 2 points.
" " " little Cassino..... 1 "
The four Aces, one point each..... 4 "
The majority in Spades..... 1 "
The majority of cards..... 3 "
A sweep before the end of the game (that is, when any player can match all on the board), reckons..... 1 "

16. Should both players obtain the same number of points, the game must be considered drawn.

MISCELLANEOUS.

17. The number of tricks must not be examined or counted before all

the cards are played: nor may any trick but that last won be looked at, as every mistake must be challenged immediately.

18. After all the pack is dealt out, the player who obtains the last trick sweeps all the cards then remaining unmatched on the table.

DIVISION LOO

Is a good round game, at which any number may take part, though from five to eight make a pleasant party.

The game is played with a full pack of fifty-two cards, which rank as at Whist. One card is dealt to each player, and the player receiving the lowest card is entitled to the deal. At the commencement of the game the dealer puts *three* chips, or counters, in the pool, the value of which has previously been agreed upon. It is necessary to make the pool a number that can be exactly divided by three, say 3, 6, or 9 chips. After the cards are shuffled and cut, the dealer proceeds to deal three cards (one at a time) to each player, beginning at the eldest hand, and going round to the left; he also deals an extra hand, called Dumby, or Miss, in the centre of the table, and turns up the next card for trumps. In the first hand, and whenever the pool consists *only* of the three chips deposited by the dealer, it is called a "*Bold Stand*," or *Force*, and each player is compelled to play his hand *except* the *eldest* hand, who, if he prefers it, is entitled to the Dumby, and may exchange it for his own. Bold Stand is played for the purpose of getting a large pool. Thus: on the *Bold Stand*, if eight persons are playing, all those not taking a trick will be looed the amount of the pool. Supposing five of the eight players should be looed, each of them would be compelled to pay into the pool three counters each, making fifteen in all; which, together with the three counter deposited by the dealer, would make eighteen counters in the pool.

The deal passes to the left, and the dealer *must*, on all occasions, pay in the pool three counters for the deal. When the pool consists of *more* than the original three chips deposited by the dealer, it becomes optional to play or not, and before looking at his own cards, the dealer asks all the players, in the regular order of playing, beginning at the elder hand, whether they play their own hand, or take Dumby, or decline playing for that round. If the elder hand declines to take Dumby, the next in hand has the option, and so on: but whoever takes it must play it. Each individual must announce his intention before the next is asked, and if he declines playing, must give his cards to the dealer to place under the pack, or do so himself. No one can retract after declaring his intention to stand or not. When all, including the dealer, have declared their intention, the first in hand of those who play, if he hold two trumps, must lead the highest of them; and each player in succession

must "head the trick," *i. e.*, play a higher card if he can. It is not usual to play the cards in the centre of the table; they should be placed, face up, in front of the person playing them. The winner of a trick must always lead a trump if he has one, and the best one he has; and so the game goes on till all the hands are played out, when the pool is divided into three portions, and paid to the holders of the several tricks. Thus, if one take three tricks he wins the whole pool; if he take two tricks he wins two-thirds of the pool; but if he take one trick he only wins one-third of the pool. All those who have failed to take a trick are looed the original amount deposited by the dealer, which goes to make up the pool for the next game.

When only two players stand, the last before the dealer must either play the hand, or the Dumby, or give up the pool to the dealer, when the game is recommenced as before.

Sometimes the first hand is played as follows: after the cards are shuffled and cut, and the dealer has given three cards, by one at a time, to each player, beginning at the person on his left hand, there is no card turned up for trumps, the first hand being always Force.

The elder hand now plays, and the rest after him in order, each following suit if he can, and placing his card just before him on the table. If different suits have been played in the first round, the dealer turns up the trump card, and the person who has played the highest trump wins the trick, and becomes elder hand. But if it so happens that no trumps have been played, then the highest card of the suit led wins the trick; or if each of the players has followed suit, the trump card is not to be turned up till the next round is played. The winner of a trick must always lead a trump if he can; and the second and third being played, each trick is entitled to a third of the pool, and those who have taken no trick pay a loo of three each, *i. e.*, the price of the deal.

The cards being again shuffled and cut, and the deal paid for, the dealer (the person on the left of last dealer) proceeds as before; but in addition to a hand for each player, he deals a spare hand, Dumby, and turns up a card for trump. It is now optional to play or not, and the play proceeds as before described.

Sometimes the loo is unlimited. In *Unlimited Loo*, or "Loo the board," each player is looed the whole amount in the pool, till the occurrence of *a bold stand*, which can only happen when three players stand the game, and each win a trick, or when two play, and one takes two tricks and the other one.

This is so much a game of chance, that very little skill is required in playing it. It is in general safe to stand if you hold two indifferent trumps, or one good one, though it sometimes happens that a person holding both King and Knave is looed. The player must be regulated in some measure by the number of the party; for supposing half of the cards to be dealt, it is an equal chance that the Ace, King, or any particular card better than that which he holds, is out. The character of the other players must likewise be taken into account; for a person

sometimes boldly declares his intention to play when he holds a very indifferent hand, in the hope of deterring the rest.

The dealer being last in hand, has the advantage of always knowing how many are to play before he himself decides. It likewise sometimes happens, when a large sum is in the pool, that none of the players consider it safe to stand, not having good cards, in which case the dealer takes the whole pool.

TECHNICAL TERMS USED IN LOO.

Bold Stand.—To have a bold stand is a method of playing the game, in which it is a rule, that whenever there is only the deal to be played for, every person is obliged to stand in order to make a loo for the next hand. As often as this happens, it is a bold stand.

Dumby.—The spare hand, which must be dealt in the regular order of the other hands, either first or last but one, and not according to the dealer's whim.

Force.—The same as Bold Stand.

Heading the Trick.—Playing a better card of the suit led, or not having any of the suit, trumping it.

Loo.—The loo is the sum put up by any one that is looed, and is either limited or unlimited; when unlimited, a person is looed for the whole amount of the pool; if limited, he is looed for no more than a certain sum, previously agreed upon, generally the price of the deal; but he is never looed for more than the pool.

Looed.—A person playing is looed when he does not take a trick, or when he breaks any of the laws of the game.

Miss.—The same as Dumby.

Misdeal.—Is when the dealer gives any of the party more or less than three cards, or deals too many or too few hands, or deals out of regular order, or shows a card in dealing.

Paying for the Deal.—At each new deal, the dealer puts into the pool three counters, or three of whatever it may be agreed on by the party to play for; and this is called the price of the deal.

Pool.—The pool consists of the counters which are paid for the deals, and of the sums forfeited by those who were looed the preceding hand.

Revoke.—When a person who has suit does not play it.

THE LAWS OF DIVISION LOO.

1. The deal is determined by throwing round a card to each player; the player receiving the lowest card is entitled to the deal.

2. The person who misdeals forfeits a loo and loses his deal; but if a card is faced in the pack, he is to deal again; or if any of the company is the cause of showing a card in dealing, that persons forfeits a loo, and the cards must be dealt afresh.

3. If the dealer looks at his own hand before he has asked each individual whether they play or not, he forfeits a loo.

4. The hands ought to be lifted in succession from the dealer, and any one taking up and looking at another's hand forfeits a loo, and the person whose cards have been taken, may inspect both hands and take his choice of the two.

5. The person who announces his intention to play or not, or who throws down his cards, before those to the right have decided, forfeits a loo.

6. No person is to look at Dumby, if not taken, before the dealer has decided, under the penalty of a loo, besides being obliged to play Dumby.

7. Whoever plays a card out of the regular order of play, forfeits a loo.

8. No player may inform another what cards he possesses, or give any intimation as to any card in hand or Dumby, under penalty of a loo.

9. If a player throw up his cards after the leading card is played, he is looed.

10. The person who neglects to put his loo into the pool before the trump card is turned up, forfeits a loo.

11. A card played by mistake, if seen, must remain; but if it cause a revoke, it must be taken up, and may be called, as at Whist, when it does not oblige the party to revoke; and the person who played it forfeits a loo.

[These forfeitures go to the present pool.]

12. With Ace of trumps only, or King if Ace is turned up, the first player must lead it. If he fail to do so he forfeits a *double* loo to the *next pool*.

13. The elder hand who holds two trumps, and does not lead from them, playing the highest first; and the person who does not lead a trump if he can, after taking a trick; and the player who revokes, or who does not either follow suit or trump, provided he can thereby "head the trick," each forfeit a double loo—it being difficult to determine how the cards might have been played had the false play not taken place.

[This forfeiture goes to the next pool.]

FULL, OR UNDIVIDED LOO

Is played precisely like Division Loo, except that the pool is not divided proportionally among those winning tricks; but a player must take *all three* tricks to win the pool, thus: after the three tricks are played, if either player has taken them all, he takes the whole pool; but if all tricks are divided among the players, the pool remains. Those who have taken no trick at all, are looed, and must pay double cent cash. make mes played

of the deal into the pool. The game goes on in this way until the pool is taken by some one of the players, when the next hand is *bold stand*, and is dealt and played as first described. Sometimes *club-law* is introduced, when all must play when a Club happens to be turned trump.

VINGT-UN.

VINGT-UN (twenty-one) may be played by two or more players: about six or eight is the best number. The cards bear the same respective values as in Cribbage. The Tens and court-cards are each reckoned for ten; but *the Ace in each suit may be valued as one or eleven*, at the option of the holder, according to the exigencies of his hand.

Having shuffled the pack, the deal must be determined by giving each player a single card, and the one receiving the lowest deals. The players then make their bets, and the cards having been shuffled and cut, the dealer holds the pack face downwards, and, taking the top card (*i. e.*, "burnt card"), places it on the bottom of the pack, back outwards, and then immediately proceeds to give a single card to each player, and one to himself, all face downwards. Having done this, he distributes a second card in like manner, beginning with the elder hand, or left-hand neighbor. The players then examine their hands, and the dealer looks at his two cards, and if either of them should have a "*natural*," that is, an Ace and a tenth card, he immediately exposes his hand, and receives from the dealer double the amount of his stake. If the dealer should have a "natural," he immediately shows it, and receives double from each player, according to their individual stakes. The cards are then all thrown up and another deal made, as before; but, should the dealer not have a "natural," he proceeds with the game by asking each one in succession if he wishes to have another card, or stand on the two he has. The usual phrase is, "Are you content?" If the elder hand is content with his hand, he says, "Content," and places his cards on the table, face downwards, to await the result of the dealer's own cards. If he wants one or more cards he says so, and the dealer gives him from the top of the pack as many as he requires, dealing them face up, as they must remain. If the value of the cards exceed twenty-one in number when added together, the player is said to be "*burst*," in which case he must throw his cards into the centre of the table, and deliver his stake to the dealer. But if the pips and Tens on all his cards make, when added up, twenty-one, or less, and he is "content," he places his money upon his cards, and awaits the events of the round. And so with each player till all are served. The dealer then lays his own cards, the[illegible] upwards, on the table. He, too, has the privilege of taking other 3. It[illegible]om the pack, should the number be not near enough to twenty-vidual whe[illegible]y him to stand. When he is satisfied with his hand he says,

"I stand," and all the players face their cards on the table. Should the dealer overdraw, he must pay each and all of the players the amount of their bets, excepting those who have overdrawn themselves. To all those whose hands are twenty-one, or nearer to twenty-one than his own, he pays a stake equal to that placed upon the cards; while he receives the stakes from all whose hands are less than his own. Ties with the dealer stand off.

In this way the deal goes on till one of the players turns up a "natural," when he becomes dealer, and proceeds as before.

The dealer and each of the players has the privilege of making two hands, if the first two cards given him be of like character, as two Nines, Kings, Aces, &c. In this case each party pays and receives on both hands. (But, in thus playing a double hand, an ace on a tenth card, or vice versa, counts only for Vingt-un, and not for a "natural," which must consist of the first two cards received. See Law 8.)

Usually the whole pack is dealt out before the cards are shuffled, the cards belonging to each round remaining on the table till the whole pack is exhausted. Sometimes, when the party is large, two or more packs are mixed together and played in the same manner as a single pack.

The foregoing is a description of the game of Vingt-un as it is regularly played in this country. The following variations are sometimes introduced, but have no binding force, unless agreed upon by the players before commencing the game.

The *English* game is played as follows: Any player may look at the first card dealt to him previous to making a bet. The dealer has also the privilege of seeing his first card, and may insist on all the players doubling their stakes. This he commonly does if he has an Ace or a tenth card in the first round, or when the stakes are too low to please him. Ties pay to the dealer; but directly a player receives his second card he should look at it, and if he has obtained a "natural," he should declare it immediately. Thus he would get his Vingt-un before the dealer had received his second card, and would therefore be entitled to be instantly paid double stakes, even though the dealer himself were fortunate enough to get a "natural."

Another variation is played thus: the dealer has the privilege of looking for the *brulet* at the commencement of each deal. The *brulet* consists of the top and bottom cards of the pack after it has been shuffled and cut. If a "natural" occurs in the *brulet*, the dealer receives double stakes from all the players except the ties, from which he takes singles. Of course he must not declare his "natural" till all the players have staked. But if he take the *brulet* he is not compelled to stand upon it; but after he has dealt all the players as many cards as they demand, he may add to his own pair as many as he thinks fit.

In other companies the "natural" receives double stakes from all the players, and treble from the dealer—a plan that is apt to make the game a little too exciting, especially when counters represent cash.

The following is another way in which the game is sometimes played:

each player whose cards are under twenty-one pays one stake into the pool; those who overdraw pay two, and those who make just twenty-one, in three or more cards, pay nothing. The pool accumulates thus till some one has a "natural" Vingt-un, which entitles him to the whole.

Another mode, which is quite modern, and often played by sporting men, is, for the dealer to expose his own hand, by dealing his cards face up. This gives the player the advantage of knowing the strength of the dealer's hand, so that he can stand or draw accordingly.

TECHNICAL TERMS USED IN VINGT-UN.

Burnt Card.—After the dealer has shuffled and cut the pack, he must, before dealing, take the top card and place it on the bottom of the pack, back outwards. This card is called the burnt card.

Tenth Cards.—The court-cards and Tens of each suit all count for ten, as in Cribbage, and are called tenth cards.

Natural.—If the first two cards dealt to any player be an Ace and any "tenth card," these, being exactly twenty-one, make a Natural Vingt-un. (*See Splits*).

Acquired Vingt-un.—When the first two cards dealt to a player be less than twenty-one, and, on calling for one or more cards, he obtain such as make his hand exactly twenty-one, this is called an Acquired Vingt-un.

Splits.—If the two cards dealt to a player should be pairs, he may, if he wish, lay them separately on the table, and use them as the first cards of two hands, and bet on each, but it must be borne in mind that he cannot have a "natural" on either hand, as he has already received two cards from the dealer.

Burst.—When a player, in drawing cards, has the misfortune to count more than twenty-one in his hand, it is said to be burst.

Content.—A term used when a player has received as many cards as he wishes, after having called for more cards from the dealer.

Pips.—The number of spots on the face of a card.

THE LAWS OF VINGT-UN.

1. The first deal must be determined by giving a single card to each player—the lowest deals; and Ace is lowest.

2. As in all games, when money is involved, the dealer has the right to the last shuffle and cut, which being done, he takes the top card and places it on the bottom of the pack, *back outwards*. This is called the "*burnt card*."

3. The two original cards dealt must remain face down, but those drawn must remain face up, and when the player is "content" he must place his stake upon his cards.

4. All bets must be made before the first card is dealt.

5. In case of a misdeal, the stakes must be withdrawn and the cards dealt over again.

6. The holder of a "natural," after the first deal, is entitled to the deal.

7. The dealer is at any time allowed to sell, and any player to purchase, the deal. The dealer may also pass the deal to any one desirous of having it.

8. The "natural" must consist only of an Ace and a tenth card, *dealt in the first two rounds.* In the case of double or treble hands, an Ace and a tenth card form "acquired" and not "natural" Vingt-uns, and receive or pay only single stakes.

9. The player who overdraws must immediately declare the fact, and pay his stake to the dealer.

10. Ties stand off.

11. No stake can be withdrawn, added to, or lessened, after it has been once laid on the card; but it must be allowed to remain till the dealer declares he stands.

12. No stake higher than that agreed to at the commencement of the game is allowed.

13. The occurrence of a "natural" during the first deal does not cause its forfeiture, the dealer being allowed to exhaust the pack.

CHANCES OF THE GAME.

The odds at Vingt-un of course depend upon the average number of pips and Tens on two cards under twenty-one. *Par exemple:*

If the two cards in hand make fourteen, it is seven to six that the one next drawn does not make the number of points above twenty-one; but, if the points be fifteen, it is seven to six against that hand. Yet it would not, therefore, always be prudent to stand at fifteen; for, as the Ace may be calculated both ways, it is rather above an even bet that the dealer's first two cards amount to more than fourteen. A "natural" Vingt-un may be expected once in eight deals, when two, and twice in eight, when four people play, and so on, according to the number of players.

The principal percentage in favor of the dealer arises from the fact that all "bursts" have to pay him irrespective of his own hand.

THIRTY-ONE.

The Germans call this game "Schnautz." It is played with an entire pack of cards, and by any number of persons under seventeen. Each player puts an equal stake into the pool; three cards are dealt to each, and a spare hand, which is turned up on the table. The object of the game is to get thirty-one, or as near it as possible, reckon-

ing as follows: The Ace stands for 11, each of the honors for 10, and the other cards for the number of spots on them respectively: thus Ace, King, and Six of any one suit reckon 27; Ace, with two honors or one honor and the Ten, for thirty-one; an honor, a Ten, and a Five, for 25; and so on: but observe that all the three cards must be of one suit; and three cards of equal value, as three Kings, Tens, Fives, Twos, or Aces, are better than 30, but inferior to 31. Each player in turn, beginning at the elder hand, exchanges one of his cards for one out of the spare hand; and this goes on till some one has got thirty-one, or stops changing. When any one gets game, or 31, he shows his hand, and takes the pool, which finishes the game. If one stops without being 31, the other players can change once more only, or till it comes to the turn of the person who stopped, and then all show their hands, and he who is nearest to 31 gets the pool. In the event of two or more being equal, the elder hand has the preference, only that three Aces, Kings, &c., rank preferably to three Queens, or lower cards.

Another method of playing is as follows: Instead of depositing a stake, each player has two or three counters; and when all stop, the person who is lowest puts one of his counters into the pool; and he who has one or two left, after all the players have paid in their three, is winner, and takes the whole. When two or three happen to be equally low, each player pays a counter.

QUINZE.

THIS is a French game, much patronized in some parts of Europe. It is played by two persons, with a full pack of cards, and is generally liked for its fairness and simplicity. The following is the method of play usually adopted:

The cards are shuffled by both players, and when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty to shuffle them again. Ace is lowest.

When this is done, the adversary cuts them, after which the dealer gives one card to his opponent and one to himself.

Should the dealer's adversary not approve of his card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number, which are usually given from the top of the pack. For example, if he should have a Two, and draw a Five, which amounts to seven, he must continue going on in expectation of coming nearer to fifteen. If he draw an Eight, which will make just fifteen, he, as being eldest hand, is sure of winning the game. But if he overdraw, and make more than fifteen, he loses, unless the dealer should do the same; which circumstance constitutes a drawn game, and the stakes are consequently doubled; in this manner they persevere until one of them has won the game, by standing and being nearest to fifteen.

At the end of each game the cards are packed and shuffled, and the players again cut for deal.

The value of the cards is according to the number of their spots, Ace counting for one only, and all the court-cards being reckoned as ten spots, following the same method as adopted in Cribbage as far as the numerical value of court-cards is concerned.

This game may be played by more than two players; but when a larger number play, Vingt-un is, in more points than one, the preferable game.

FIVE AND TEN, OR SPOILT FIVE.

SPOILT FIVE is played with a pack of fifty-two cards, and two, three, four, five, six or eight persons may play. Each game is decided in one hand, and consists in endeavoring to get the majority of the five tricks, which is called a Five, and entitles the winner to the stakes played for; or to gain the whole five tricks, which is called a Ten, and the winner in this case draws double stakes.

The cards rank differently in the red and black suits, and change in value when trumps, and when not trumps.

THE RANK AND ORDER OF THE CARDS WHEN TRUMPS.

Hearts and Diamonds.		*Spades and Clubs.*	
Five,	Knave,	Five,	Knave,
Ace of	Hearts,	Ace of	Hearts,
Ace of	Diamonds,	Ace of	Trumps,
King,	Queen,	King,	Queen,
Ten,	Nine,	Two,	Three,
Eight,	Seven,	Four,	Six,
Six,	Four,	Seven,	Eight,
Three,	Two.	Nine,	Ten.

THE RANK OF THE CARDS WHEN NOT TRUMPS.

Hearts and Diamonds.		*Spades and Clubs.*	
King,	Queen,	King,	Queen,
Knave,	Ten,	Knave,	Ace,
Nine,	Eight,	Two	Three,
Seven,	Six,	Four,	Five,
Five,	Four,	Six,	Seven,
Three,	Two,	Eight,	Nine,
Ace of	Diamonds.	Ten.	

From the above lists it will be observed that the Five is first, and the

Knave second in order, when trumps; and that the Ace of Hearts is always trump, and ranks as the third best card. These three cards have the privilege of revoking, when it suits the holder of them to do so; but if the Five be led, the holder of the Knave or Ace must play it, if he has not another trump to play; and the Ace unguarded must in like manner be played if the Knave be led, the superior card always forcing the inferior. The Ace of Diamonds, which is fourth in order, when that suit is trumps, is the lowest when not trumps; and the usual rank of the inferior cards is reversed in the black suits, the Two being above the Three, the Three above the Four, and so on, the Ten ranking lowest, whether trumps or not.

The parties having cut for deal, which the lowest card wins, and each having deposited an equal stake, the cards are cut, and five dealt to each player, by twos and threes, or *vice versâ* (but whichever method is adopted must be adhered to until the deal is completed, the same as at the game of Euchre), the next card being turned up for trumps. The deal passes to the left, and after the first hand, each player deals in rotation. If the elder hand has a certain Five, that is to say, if he holds three cards which will each take a trick, he ought to play them, as there is a great probability, if his two remaining cards are tolerable, that he may get the whole five, and thus win a double stake. But if he holds only indifferent cards, the best method is to throw the lead into his opponent's hand by playing an inferior card, in the hope of regaining it at the third trick, which is the critical stage of the game; and as three tricks constitute a Five equally as four, it is reckoned better play to reserve the best cards till the third trick, than to risk the game by eagerness to secure the first two.

If the party consists of four, they play in two partnerships, which are determined by cutting the cards, the two lowest playing against the two highest, or by agreement among the parties. When six play, it is usual to play in three partnerships, and when eight play, in four partnerships. When five or six play it makes a very interesting game. The maxims at Whist relative to leading and how to play when your partner leads, will in general be found of considerable use here.

When three play at this game, it is still necessary that one of them should win the three tricks in order to make a Five, as the stakes must remain for the next game if two of the players get two tricks each, and the other one. If the cards you hold do not entitle you to expect to make the Five yourself, the object should be to spoil it, or to prevent its being made at all, by thwarting that player who appears most likely to obtain it. If a Ten is made, the two losers must each pay another stake to the winner, in addition to the three deposited; but it is sometimes agreed to dispense with this, and not to allow Tens when the game is played by three.

Each player must follow suit when trump is led, under the penalty of forfeiting his stake, except in the case of the three best trump cards, viz., the Five and Knave, and the Ace of Hearts, each of which is privileged to renounce, under the exception stated above; but when

other suits are led, the players may follow suit, or trump, just as they choose, and it is not incumbent on any player to head (*i. e.*, take) the trick.

If the turn-up card is an Ace, the dealer, when it becomes his turn to play, but not before, must take it into his hand, throwing out a card in lieu of it; and if either of the players hold the Ace of the trump suit, he must take in the turn-up card before he plays, or if he does not choose to take it in, must turn it down, in order to show that he holds the Ace, both under penalty of forfeiting his stake, but the dealer alone can use the turn-up card to take the first trick.

Where the game is strictly played, the person who misdeals, or who departs from the order with which the game began, of dealing either the three or the two cards first, forfeits his stake.

FORTY-FIVE.

FORTY-FIVE is usually played by four persons, with a pack of fifty-two cards. Five cards are dealt to each player, by twos and threes, or *vice versa*, and the next card is turned for trump, as at Euchre. The deal passes to the left, each player dealing in rotation.

The two following tables will show the rank and order of the cards when trumps, or when not so:

THE RANK AND ORDER OF THE CARDS WHEN TRUMPS.

Clubs and Spades.	*Diamonds.*	*Hearts.*
Five,	Five,	Five,
Knave,	Knave,	Knave,
Ace of Hearts,	Ace of Hearts,	Ace,
Ace,	Ace,	King,
King,	King,	Queen,
Queen,	Queen,	Ten,
Two,	Ten,	Nine,
Three,	Nine,	Eight,
Four,	Eight,	Seven,
Six,	Seven,	Six,
Seven,	Six,	Four,
Eight,	Four,	Three,
Nine,	Three,	Two. 13 in all.
Ten. 14 in all.	Two. 14 in all.	

THE RANK OF THE CARDS WHEN NOT TRUMPS.

Clubs and Spades.	*Diamonds.*	*Hearts.*
King,	King,	King,
Queen,	Queen,	Queen,
Knave,	Knave,	Knave,
Ace,	Ten,	Ten,
Two,	Nine,	Nine,
Three,	Eight,	Eight,
Four,	Seven,	Seven,
Five,	Six,	Six,
Six,	Five,	Five,
Seven,	Four,	Four,
Eight,	Three,	Three,
Nine,	Two,	Two. 12 in all.
Ten. 13 in all.	Ace. 13 in all.	

From these tables it will be observed that the Five is first, and the Knave second in order, when trumps, and that the Ace of Hearts is always trump, and ranks as the third best card. The holder of the Five or Knave has the privilege of revoking when it suits him to do so; that is, he may retain the Five or Knave of trumps in hand, although trump be led, and the holder of the Ace of Hearts has also the privilege of revoking from any trump card but the Five or Knave; but in all other cases the players must follow suit when trumps are led, under penalty of forfeiting the game. The largest trump always forces the smaller, as in the game of *Spoilt Five;* thus the Knave of trumps unguarded *must* be played upon the Five of trumps. The Ace of Diamonds, which is fourth in order when that suit is trumps, is the lowest when not trumps. The usual rank of the inferior card is reversed in the black suits, the Two being above the Three, the Three above the Four, and so on, the Ten ranking lowest, whether trumps or not.

When a lay suit is led, the players must follow suit or trump.

The King or Ace, when turned up by the dealer, counts five. Any player holding the King of trumps, must, when it comes to his turn to play, lay out a card for it; and if the Ace should not be in play, the trump turned up is his. Should the Ace be out, the turned up trump belongs to its holder, and he who holds the King takes up the card he laid out. This is called "robbing the trump." The lead commences at the eldest hand, and each trick taken counts five. The game consists of forty-five, and the player or players (if partners) first scoring that number, win the stakes.

There is a variety of Forty-Five called the *Jenk Game*, which differs from the regular game in the following particulars: 1. The player can rob with the Ace only. 2. The King or Ace does *not* count five for the dealer when turned up. 3. When the dealer turns the Ace he has the privilege of discarding and taking it to hand, but he can only score for what it makes in actual play. 4. Thirty may be scored in each deal,

five extra being counted for the best trump played; but, if no trump should be out, twenty-five only can be scored. 5. When a party takes all five tricks, he wins the game (this is called a *Jenk*). When all the tricks are not made by one party, the game must be continued in the ordinary manner, until forty-five is scored. A Jenk, however, counts out, whenever made.

CATCH THE TEN.

CATCH the Ten, or Scotch Whist, as it is sometimes called, may be played by from two to six persons, with thirty-six cards, the Two's, Three's, Four's and Five's, being thrown out; and if necessary for an equal division of the cards, one or more of the Six's. When two play, three hands of six cards each are dealt for each player, the first two hands then two other, and lastly the third two, the thirty-sixth card being turned up for trump. The hands are played in the order in which they were dealt. In like manner, when three play, two hands are dealt for each, and played in the same order If the party consist of two, three or five players, each plays upon his own account. If the party consist of four, A and C are partners against B and D; if six, A C and E, against B, D and F—or A and D, B and E, C and F, in three partnerships; the partners always sitting opposite to each other, with an adversary between each two. The mode of playing is the same as at Whist; the cards being cut, and dealt by one or three at a time, and the last one turned up for trumps; they have the same value as at Whist, except in the trump suit. Forty-one is game, and the points are made by counting the cards in the tricks taken, and the honors of trumps. Each card above the party's share in the tricks taken counts for one. Thus, if four are playing, each person's share of the thirty-six cards is nine. If two partners take eight tricks, (4 multiplied by 8 are 32), they reckon fourteen towards game, that being the number over their joint shares of twice 9, or 18. The Knave of trumps is the best, and reckons for 11, Ace next, for 4, King for 3, Queen for 2, and the Ten for 10. They are not reckoned, as at Whist, by the party to whom they are dealt, but to those who take them in the course of playing. The players must follow suit, and the penalty of a revoke is the loss of the game.

As the name implies, the grand object of this game is to *Catch* the *Ten* of Trumps, or to prevent its being caught by the adversary other only safe way of saving or *passing* the Ten, is to play it trumps, when one of your partners has played of spots, therefore *ties* you happen to be last player, and have no

your Ten, if it will take the trick, or if your partner has already taken it. These are very favorable opportunities, and do not often occur; so that it is frequently necessary to run some risk to secure so important a card—as by trumping suit in a second round, though not last player—trusting to your partner's holding the best trump, &c. If you hold the Knave and King, or Ace and King, and have the lead, play two rounds of trumps, and you will have a chance of catching the Ten in the second round, or enabling your partner to pass it under cover of your best trump. But these rules must vary so considerably according to the greater or smaller number of the party playing, that it is almost impossible, without confusing the learner, to lay down particular rules for every case. Attention to the game, with a little calculation, on the principles laid down for Whist, will soon enable any person of moderate capacity to play this game sufficiently well for the purpose of amusement.

ROUNCE.

THE game of Rounce, as played in the United States, is derived from the German game of *Ramsch*, and in its principal features resembles Division Loo.

Rounce is played with a pack of fifty-two cards, which rank as at Whist. The deal is determined by cutting, and the player who cuts the lowest card is entitled to the deal. In cutting, the Ace is low. Five cards are dealt to each player, by two's and three's, or *vice versa*, as in the game of Euchre, and an extra hand of six cards is dealt in the centre of the table, which is called *dumby*.

The dumby must be dealt before the dealer takes the full complement of cards himself, and should be filled immediately preceding his own hand. When the cards have been dealt in the manner described, the dealer turns up the top card on the pack, which is the trump. After the first hand, the deal passes to the left. The game consists of fifteen points, which number is scored with three crosses, in the following manner: X X X. Each cross represents five points. When a player makes one point, he rubs out the centre of the cross, thus: X, and when he makes another point he rubs out one of the remaining portions of the cross, and so on, until all are wiped out.

After the ceremony of the deal has been concluded, the dealer asks each player in regular succession, beginning with the eldest hand—*i. e.*, the player immediately to the left of the dealer—what he will do, whether rob will stand his hand, take dumby, or decline playing for that round. dealer when and has the first privilege of taking dumby, and if he elects privilege of discarding his hand in the centre of the table, face down, what it makes in actual pla new hand. If he declines to take dumby,

then the option passes to the next player, and so on in succession to the dealer.

Whoever takes dumby must play it. Any player, who thinks he cannot take a trick, may decline to play his hand. When all refuse to play, then the player at the *right* of the dealer must play his hand, take dumby, or, in default of doing either, give the dealer five points. The dealer may discard any card in his hand, and take in hand the card turned up for trump.

Each trick taken in play counts one point, and if a player fail to take a trick after entering to play his hand, he is *Rounced*, that is, sent up five points, which adds a X to his score.

In this game suit must be followed; but if this is not possible, a player may trump or not, at his option. The winner of a trick must lead a trump, if he can; if, however, he holds no trump, he may lead any card he chooses. If the dealer make a misdeal, he is rounced, and loses his deal. A player is also rounced if he fail to follow suit when he can, or to lead trump after taking a trick, when it is possible for him to do so.

The German game *Ramsch* differs from Rounce in the following particulars:—1st. The game is played with a pack of thirty-two cards, the same as Euchre. 2d. A player is not compelled to lead trumps, if he has already done so twice. 3d. If a player holds no trumps, and elects to play his hand, trusting to make a trick in good cards of other suits, he may, in his proper turn, play his poorest card, *face down*, which card represents a trump, and such a lead calls for a trump from every player who holds one. In all other particulars, Ramsch is identical with the American game of Rounce.

GAME OF SPOTS.

ALTHOUGH exceedingly simple in its details, this game requires good judgment to play it skillfully.

The deal is determined by a *cut*, and is won by the lowest number of spots, so that a Two is superior to an Ace or a court-card. Five cards are then dealt, one at a time, as in Cribbage, when the eldest hands leads off, and the cards thus played may be taken by *any* card having a greater number of spots. The winner of the tricks then plays, as in All-Fours, and thus the game proceeds, until all the cards have been played, when each player counts the number of spots upon the cards he has won, and he who has the greater number wins.

Face cards, having but one spot, may be taken by a Two or any other card having two or more spots.

Tricks can be won only by a higher number of spots, therefore *ties* belong to the player who leads.

In playing, lead off your lowest card, reserving your high cards for the last play.

The game is usually played by two, but may be played by three or four persons with five or six cards, as agreed upon.

RAILROAD EUCHRE.

RAILROAD EUCHRE is played with a pack of thirty-three cards, consisting of a regular Euchre pack, and an additional blank card, which is usually called the "Joker," or imperial trump (see page 94).

Railroad Euchre differs from the regular game of Euchre in the following particulars:

I.—The game is ten points.

II.—If a player elects to "go alone" he may call for his partner's best card, and discard any in his own hand, but either player of the opposing side, may also call for the best card held by his partner, and if the latter succeed in gaining a euchre, his side is entitled to a score of four points.

III.—Lap, Slam, and Jamboree are also played. These modifications are fully explained on pages 98 to 100.

IV.—If the blank card or "Joker" is turned up for trump, the dealer has the right of immediately naming any suit for trumps, but this does not debar him from the privilege of turning it down when his turn comes to announce what he will do, as in the regular game.

In all other particulars Railroad Euchre is played in the same manner as the regular game.

COMMERCE.

THIS is an amusing round game for young people, and is played in various ways. The following simple method is the one usually adopted:

The deal having been determined, each player deposits an equal stake in the pool; the cards are then all given out, one at a time; the eldest hand then exchanges a card with his left-hand neighbor; the second with the third, the third with the fourth, and so on, till one obtains a hand consisting all of one suit, when he exclaims, "My ship sails," and clears the pool.

LOTTERY.

THIS is one of the most amusing of those games which are played merely for amusement. It admits of a considerable number of players, and is played as follows: A complete pack of cards being separated into two parcels, each containing a red and a black suit, the person on the left of the dealer takes one of the parcels, out of which any of the party draws three cards for the prizes, which are placed with their faces downwards on the table. The dealer then proceeds to sell the cards in the other parcel, for the tickets, at such a price as may be agreed on, usually a counter for each card, and the twenty-six counters thus paid are placed in different proportions on the prizes. If any cards remain after all the party have got an equal number, one more card is sold to each of those wishing to purchase, in the order of dealing, so far as the cards will go. The players then turn their cards, and bet among themselves on the event of the drawing, thus: each looks round the table to see who holds the cards corresponding in value to his own (which will of course be of a different color, there being only a red and a black suit dealt), and inquires how much they will stake on such a card; and the sum agreed on, from two to a dozen counters, is laid upon the respective cards.

When all the bets are made, the drawing goes on in this manner: the person on the dealer's left (called the drawer), who holds the undealt parcel, turns the uppermost card, and, supposing it to be the Nine of the black suit, he says, "the black Nine pays the red," on which the person who has the black Nine on the table pays to the holder of the red Nine the number of counters staked on it, and turns down his card. In like manner the red King, or whatever the next drawn card may be, pays the black; and so on, the person who receives at the same time taking off the counters staked on his own card, and the person who pays turning down his. When a card is drawn which has been already paid, that is, when the *second* Nine, King, Ten, or Six, &c., is announced, the card corresponding in color and value is turned down.

There being twenty-six cards on the table, while there are only twenty-three to draw (the three prizes having been taken from that parcel), there will thus remain unturned three cards corresponding in value to the cards turned down for the prizes, and the holders of these three cards take each the counters which may have been placed upon that prize corresponding in value to his own card.

N. B. The drawer should place the cards, as they are drawn, at the bottom of the parcel, with their faces upwards, which will show when the whole twenty-three are drawn; and he ought to observe that those who get the prizes do not mix them with their other cards.

This game may likewise be played by a large company with *two* complete packs of cards, one for the prizes, the other for the tickets, and

dealt by any two of the party as may choose, for the deal is neither advantageous nor otherwise. Each player pools a fixed sum, or stakes a certain number of counters, on which a settled value is put, and which are placed in a box or pool as a fund for the lottery; then after the cards have been shuffled, and are cut by the left-hand neighbor, one dealer gives to every player a card, faced downwards, for the lots or prizes, on which are to be placed different numbers of counters out of the pool, at the option of the person to whom such card has been given; afterwards the second dealer distributes from the other pack a card to each player, for the tickets; the lots are then turned by one of the managers, and whoever possesses a corresponding card receives the stake placed thereon, and those remaining undrawn are added to the fund in the pool; the dealers then collect the cards and proceed as before, till the fund is exhausted, when the party pool again, and those who have gained more counters than they want, receive the difference in money.

Another method is, to take at random three cards out of one of the packs, and place them face downwards, on a board or in a bowl on the table, for the prizes; then every player purchases from the other pack any number of cards for tickets as may be most agreeable, paying a fixed sum or certain quantity of counters for each, which sums or counters are put in different proportions on the three prizes, to be gained by those who happen to have purchased corresponding cards, and such as happen not to be drawn are continued till the next deal.

MATRIMONY.

THE game of Matrimony is played, at cards, by several persons—by any number, in fact, from five to fourteen. The game consists of five chances, marked on a board or sheet of paper:

Best.
The Ace of Diamonds turned up.

Confederacy.
King and Knave.

INTRIGUE

OR,

QUEEN AND KNAVE.

Matrimony.
King and Queen.

Pairs.
The Highest.

The deal is given to the lowest card cut. The stakes are determined —counters are generally used—and the dealer proceeds to place on each or any chance the sum he wishes to venture. The other players stake in like manner, but one counter fewer than the dealer. Thus, if he stakes ten, they each place nine counters on the chance. Two cards are then dealt to each player, beginning with the elder hand (the left of the dealer), face downwards. A third card is next dealt round, face upward. If Ace of Diamonds (best) be turned up, the holder of that card clears the board; but if it be merely held in hand, it ranks as the other Aces. But if there be no Ace of Diamonds turned up, then the King or the next highest card in that suit wins the chance called *best*. The hands are then turned up, and the holders of intrigue, matrimony, &c., take the stakes placed on those points. When two or more players happen to hold like cards, as pairs, King and Knave, &c.—the elder hand wins the stake; but if any chance be not gained it stands over till the next deal; and the stakes may be increased on any unclaimed point. Remember that Ace of Diamonds is *best;* King and Queen *matrimony;* King and Knave *confederacy;* and any pair the *highest*. Matrimony is a very easy, amusing round game, soon learned.

PUT.

Put is played with a complete pack, generally by two people, sometimes by three, and often by four. The cards rank differently in this game from all others, Three's being the best, next the Two, then Ace, King, and so on in the usual order. After cutting for deal, &c., at which the lowest card wins, three cards, by one at a time, are given to each player; then the game is played in the following way: if the non-dealer throw up his cards, he loses a point; if he plays, and the dealer does not lay down another to it, he gains a point; but should the dealer either win the same, pass it, or lay down one of equal value, forming what is styled a tie, the non-dealer is still at liberty to Put, that is, play or not, and his opponent then only gains a point; then if both parties agree to go on, whoever gains all the tricks or two out of three, wins five points, which are the game; if each player obtain one trick, and the third is a tie, then neither party scores.

Four-Handed Put differs only in that any two of the players give each his best card to his partner, who then lays out one of his, and the game is afterwards played as in two-handed Put.

THE LAWS OF PUT

1. If the dealer accidentally discover any of his adversary's cards, the latter may insist upon a new deal.

2. If the dealer discover any of his own cards in dealing, he must abide by the deal.

3. When a faced card is discovered during the deal, the cards must be reshuffled and dealt again.

4. If the dealer give his adversary more cards than are necessary, the adversary may call a fresh deal, or suffer the dealer to draw the extra cards from his hand.

5. If the dealer give himself more cards than are his due, the adversary may add a point to his game, and call a fresh deal, or draw the extra cards from the dealer's hand.

6. No bystander must interfere, under penalty of paying the stakes.

7. Either party saying "*I put*"—that is, *I play*—cannot retract, but must abide the event of the game or pay the stakes.

Considerable daring is necessary in this game, for a bold player will often "Put" upon very bad cards in order to tempt his adversary into giving him a point. Sometimes the hand is played with "Putting," when the winner of the three tricks, or of two out of three, scores a point. The best cards are—first the Three's, next the Two's, and then the Aces; the Kings, Queens, Knaves, and Tens following in order down to the Four, which is the lowest card in the pack. There are many more interesting games for two, three, or four players.

SPECULATION.

THIS is a lively and amusing round game, and is played with a pack of fifty-two cards, which rank in the same order as at Whist. Each player deposits a certain number of counters in the pool, from one to three, and the dealer double the number of the others. Three cards are dealt, one at a time, to each player, and one turned up for trumps, which the dealer may sell to any one who will purchase it, either before or after it is turned up. The highest trump card dealt out is entitled to take the pool, but the cards are not to be looked at except in this manner: The elder hand turns the uppermost of his three cards; if not trumps, or if lower than the dealer's turn-up, it is of course of no value; but if higher, he may sell it to any one who chooses to speculate, and the price offered should bear some proportion to the chance of the card being the best trump in the deal, and likewise to the number of counters in the pool. This is done by asking who will buy; and if two or more offer a price, the seller of course accepts the highest bidder's offer, if he considers it adequate to the value of the card. If a sale is not effected, the next in hand turns the uppermost of his cards, and if it is a saleable one, proceeds to sell it as above described. When a card is sold, it is handed to the buyer, who places it before him, and does not turn any

of his remaining cards till a higher trump appears, his left-hand neighbor becoming elder hand, and turning the next card. In this way the playing goes on, till all the cards are turned, when, as before stated, the holder of the best trump, whether by purchase or otherwise, wins the pool.

When a good trump is turned by any of the party, he should be allowed time to sell it before another card is discovered. On turning knaves and fives of any suit, a counter is to be paid into the pool for each, by the possessor of the hand in which they happen to be.

It is customary to purchase cards before they are turned, when they happen to be among the last, and no high trump already discovered. Speculations are frequently profitable; but if you turn a good card, it is generally advisable to sell it if you can obtain a fair price, particularly if there are many cards to turn. A cautious player sometimes sells his hand before it is dealt, or before turning any of his cards, if he can get more for it than his stake in the pool.

This game is sometimes a little varied by dealing a spare hand, which is not to be looked at till all the hands are discovered, and if it should contain the best trump dealt, the pool remains for the next deal, in addition to the usual contributions of each player, thus doubling the amount.

FARO.

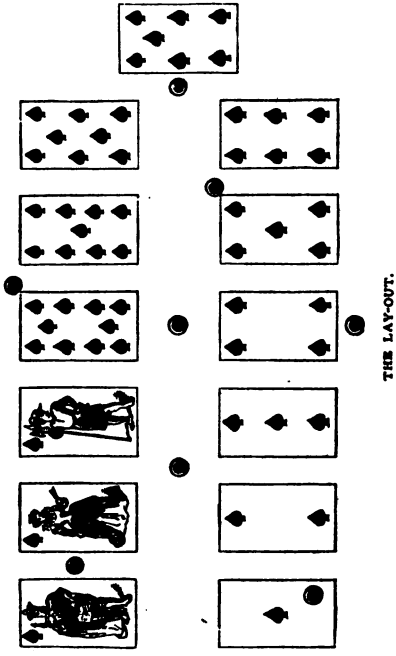
FARO is played with a full deck of fifty-two cards. The dealer sits at a table prepared for the purpose, with an assistant or "looker-out" at his right hand. Upon the centre of the table is a suit of cards arranged in the following order, upon which the players place their money or stakes, and which is called the lay-out.

EXPLANATION OF THE LAY-OUT.

The King, Queen, and Jack are called "the Big Figure"—the Ace, Two, and Three, "the Little Figure"—and the Six, Seven, and Eight, "the Pot."

The circles represent the money or checks of the players, who have thus made their bets. The check between the King and Queen is bet upon both those cards; that upon the corner of the Ten takes in the Ten and Eight, barring the Nine; the check in the pot is bet upon the Six, Seven, and Eight; that between the Ten and Four takes in those two cards, while that behind the Four includes the Three, Four, and Five; the check "flat-foot" upon the Ace, is bet upon that card only; the money in the "Jack square" includes the Jack, Queen, Two, and Three; the check upon the corner of the Five, according to the rule in

the Northern States, is bet upon the Five and Eight, but in the South, it would bar the Eight, and include the Five, Nine, and Six.



THE LAY-OUT.

The stakes usually consist of counters or checks, made of ivory, representing different sums; they are purchased of the banker and are redeemed by him at the option of the holder. The banker usually limits the sums to bet according to the amount of his capital.

The game may be played by any number of persons, and each player may select any card or number of cards upon the "lay-out," and may change his bet from one card to another whenever he pleases.

The players having placed their stakes upon the "lay-out," and all other preliminaries being settled, the dealer shuffles the cards, cuts them, and places them face up, in a small metal box, usually silver, which is a little larger than the pack to be admitted. This box is opened at the top, so

that the top card may always be in view. It also has a small opening at the side, sufficiently large to permit a *single* card to pass through it conveniently. As the cards are pushed out or dealt from the top through this opening, the remainder of the deck is forced upwards by springs placed in the bottom of the box until the pack is exhausted.

We will suppose, by way of illustration, that the Ace is the top card, as it appears in the box; this card is shoved through the opening, when a Ten appears—this is the banker's card, and he wins all the money which may have been place upon it; the Ten like the Ace is removed, disclosing a King, which is the player's card, the bank losing all the stakes found upon it. The drawing of these two cards is called "a turn," which being made, the dealer takes and pays all the money won and lost, and then proceeds as before, drawing out two more cards—the first for the bank and the second for the player, and thus he continues until the whole pack is dealt out.

Whenever two cards of the same denomination, as, for example, two Sevens or two Fours, appear in the same turn, the dealer takes half the money found upon such card—this is called a "split," and is said to be the bank's greatest per centage, to avoid which, old Faro players wait until there is but one Seven or Four, or card of any other denomination left in the box, and then place their heavy bets upon that, thus avoiding the possibilty of a "split."

If a player wishes to play upon the banker's card, or to bet that any certain card will *lose*, he indicates it by placing a copper upon the top of his stake, and if this card turns up for the bank, that player wins.

When there is but one turn left in the box, the player has the privilege of "calling the last turn," that is, of guessing the order in which the cards will appear, and if he calls it correctly, he receives four times the amount of his stake.

In order to keep an accurate record of the game, so as to exhibit at a glance every phase of the deal, printed cards are given to the players, upon which they keep the game in the following manner:

No. 1.	No. 2.
A—o 1 o 1	A—1
2—o o o o	2—o o
3—1 o o 1	3—o o o
4—o o 1 1	* 4—
5—o o 1 ✓	5—o 1
* 6—1 o 1	6—o 1 1
7—1 1 1 1	7—
8—1 1 o o	8—1 1
9—1 o 1 ‡	9—o 1 1
10—1 1 1 o	10—
J—X o 1	J—
Q—o o o o	Q—1
K—1 1 o o	K—o

No. 1.—This table, marked as the cards are dealt, exhibits what each card has done; the o means that the card lost—the 1, that it won; thus, the Ace lost, won, lost, and won; the Four lost twice and won twice; the Seven won four times, the Queen lost four times, and the Jack split, lost, and won—the X indicating a split; the Six was the top, or "soda" card, as shown by the *; the Nine won, lost, and won, the fourth Nine remaining in the box, being the last, or "hock" card, which is indicated by the ‡.

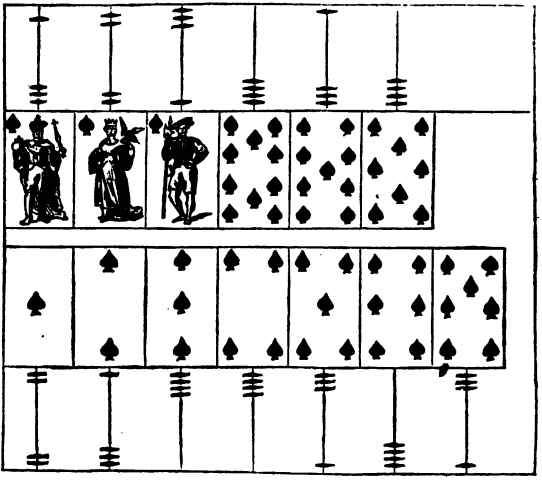
No. 2.—This table illustrates a deal partly made. One Ace has been dealt, and three remain in the box; two Two's have lost, and two remain in the box; Four was the top card, and all the Sevens remain in the box, etc.

At this stage of the game cautious players would avoid betting upon the Seven, Ten, or Jack, preferring the Three, Six, or Nine, because upon these latter cards they cannot be split, as there is but one of each in the box, while the Seven, Ten, and Jack, are all in the box, and are therefore liable to split, or to appear before the others.

Another mode of keeping the game, common in the Northern States, is by a "cue-box," by which the different stages of the game are correctly noted by one of the players, or by a regular "cue-keeper," who is usually attached to the bank.

The cue-box is a miniature "lay-out," with four buttons attached to each card, as represented below. Those familiar with Billiards, will recognize this as the same method of keeping that game.

At the beginning of each deal, the buttons, which are placed upon wire, extending from each card, as represented, are all shoved close up



THE CUE-BOX.

to the card, as illustrated by the Ten and Four; as soon as a turn is made, the buttons are pushed to the opposite end of the wire, as shown

by the Five, Seven, Nine, King, etc., so that by a glance of the eye, the player can see how many of each card remain in the dealer's box. As represented above, three Kings, two Queens, one Jack, three Nines, three Sevens, three Fives, one Two, and two Aces, remain to be dealt, while none of the Tens, Eights, Fours, or Threes have yet appeared; all the Sixes are out, and the Six is, therefore, said to be "dead," because no more remain to be dealt.

TECHNICAL TERMS USED IN FARO.

Banker, or Backer.—The person who furnishes the money for the game.

Dealer.—He who deals the cards, and takes and pays the bets.

Cue, or Case-Keeper.—The person who marks game on the cue-box.

Looker-Out.—The dealer's assistant.

Checks.—Ivory tokens representing money, with which the game is played; they vary in color, size, and value.

The Hock, or Hockelty Card is the last card remaining in the box after the deal has been made. When one turn remains to be made, there are three cards in the box, they may be, for example, the Five, Six, and Seven; we will suppose the last turn to be Five, Six, leaving the Seven in the box, which would be called the *hock* card, because, as the game was originally played, the dealer took "hock," that is, all the money which happened to be placed upon that card; the bank, therefore, had a *certainty* of winning that money, without the possibility of losing it—hence the term *hock*, which means *certainty*.

A Deal.—The dealer is said to have made a deal, when he has dealt out the whole deck.

A Turn.—The two cards drawn from the dealer's box—one for the bank and the other for the player, which thus determines the events of the game, constitute a *turn*.

Coppering a Bet.—If a player wishes to bet that a card will lose (that is, win for the bank), he indicates his wish by placing a cent, or whatever may be provided for that purpose, upon the top of his stake. It is called "coppering," because coppers were first used to mark such bets.

To Bar a Bet.—A player having a bet upon a card, and wishing to bar it for a turn, must say to the dealer, "I bar this bet for the turn," pointing to it, in which case, it can neither lose nor win.

Last Call.—When three cards only remain in the box, any player has the privilege of calling the order in which they will be dealt—this is termed the last call. The checks are placed so as to express the call, and if correctly made, the bank pays four for one, and if a "cat," two for one.

A Cat, or Cat Harpen.—When the last turn consists of two cards of the same denomination, and one other card, as two Tens and a King, it is called a *cat*.

Paroli, or Parlee.—Suppose a player to bet five dollars upon the Ace—it wins and the dealer pays it; if the player then allows the ten

dollars to remain upon the Ace, he is said to play his *paroli*, which means, the original stake and all its winnings.

Pressing a Bet, is to add to the original stake.

Betting Even Stakes, is when the player constantly bets the same amount.

Stringing a Bet, is taking in one or more cards remote from the one upon which the bet is placed.

Playing a Bet Open, is to bet a card will win, not to lose.

Repeating and Reversing.—A card is said to repeat, when it plays as it did upon the previous deal, and to *reverse* when it plays directly opposite; that is, if it won four times, it reverses if it loses four times.

Snap.—A temporary bank, not a regular or established game.

Sleepers.—A bet becomes a sleeper, when the owner has forgotten it, it is then public property, any one having a right to take it.

A Bet, or Case Card.—When three cards of one denomination are out, the one remaining in the box is called the *bet*, *case*, or *single* card.

The Soda Card is the top card of the deck when put into the dealing-box, preparatory to a deal.

THE LAWS OF FARO.

1. All bets are to be taken or paid, as they lie upon the card, except there is an express understanding to the contrary. The *intentions* of a player are not to be considered by the dealer, his *bet* being supposed to represent his intention.

2. If the player wishes to bar a bet on a card, he must make the dealer understand that he bars it, when it will remain barred until he says "it goes."

3. If a player should put a bet upon a card and say to the dealer, "One-half of this bet goes," it would be so understood until the end of the deal, unless the order was revoked.

4. Should a player or the dealer, by design or accident, remove or alter a bet belonging to another, he is responsible for its loss.

5. When two players bet the same stake, "single," upon different cards, one coppered and the other to win, and they both win upon the same turn, the copper bet, being the first to win, must be paid.

6. The dealer must pay all bets for which he turns, provided they are made in checks, but only the limit of the game if in bank-bills.

7. The dealer should take and pay correctly, and not make mistakes by design or through carelessness; nor should he alter the position of the cards dealt, but allow them to remain upon their respective piles undisturbed.

8. When the players have broken a bank, the dealer must take and pay the largest bets first. Suppose the bank to have but one dollar left —a turn is made by which the dealer wins one dollar and loses two, he must take the dollar he wins and pay the dollar lost; the rule is, to take and pay the amount of the bank in sight.

9 The dealer has the right to close his game, or to quit dealing, whenever he sees proper to do so.

10. Players have the right to count, or otherwise examine the cards of the dealer, if they suspect foul play, or if they wish to guard against it. In all cases the dealer has the right to the last shuffle and cut; and where he permits a player to shuffle or cut, it is an extension of courtesy to the player, and not his right.

THE CHANCES OF THE GAME.

The following table exhibits the advantages or percentage of the bank, at every stage of the game. It was prepared for the old game of Faro, when the dealer took hockelty, which greatly increased the bank's advantage; with that exception, it presents a correct view:

A TABLE FOR FARO, EXHIBITING THE SEVERAL ADVANTAGES OF THE BANKER, AT EACH STAGE OF THE GAME DURING A DEAL.

Number of Cards in the Stock.	The Number of Times the Punter's Card is contained in the Stock.			
	1	2	3	4
.. 52 ..	.. ** ..	.. ** ..	.. ** ..	.. 50 ..
.. 50 ..	.. ** ..	.. 94 ..	.. 65 ..	.. 48 ..
.. 48 ..	.. 48 ..	.. 90 ..	.. 62 ..	.. 46 ..
.. 46 ..	.. 46 ..	.. 86 ..	.. 60 ..	.. 44 ..
.. 44 ..	.. 44 ..	.. 82 ..	.. 57 ..	.. 42 ..
.. 42 ..	.. 42 ..	.. 78 ..	.. 54 ..	.. 40 ..
.. 40 ..	.. 40 ..	.. 74 ..	.. 52 ..	.. 38 ..
.. 38 ..	.. 38 ..	.. 70 ..	.. 49 ..	.. 36 ..
.. 36 ..	.. 36 ..	.. 66 ..	.. 46 ..	.. 34 ..
.. 34 ..	.. 34 ..	.. 62 ..	.. 44 ..	.. 32 ..
.. 32 ..	.. 32 ..	.. 58 ..	.. 41 ..	.. 30 ..
.. 30 ..	.. 30 ..	.. 54 ..	.. 38 ..	.. 28 ..
.. 28 ..	.. 28 ..	.. 50 ..	.. 36 ..	.. 26 ..
.. 26 ..	.. 26 ..	.. 46 ..	.. 33 ..	.. 24 ..
.. 24 ..	.. 24 ..	.. 42 ..	.. 30 ..	.. 22 ..
.. 22 ..	.. 22 ..	.. 38 ..	.. 28 ..	.. 20 ..
.. 20 ..	.. 20 ..	.. 34 ..	.. 25 ..	.. 18 ..
.. 18 ..	.. 18 ..	.. 30 ..	.. 22 ..	.. 16 ..
.. 16 ..	.. 16 ..	.. 26 ..	.. 20 ..	.. 14 ..
.. 14 ..	.. 14 ..	.. 22 ..	.. 17 ..	.. 12 ..
.. 12 ..	.. 12 ..	.. 18 ..	.. 14 ..	.. 10 ..
.. 10 ..	.. 10 ..	.. 14 ..	.. 12 ..	.. 8 ..
.. 8 ..	.. 8 ..	.. 11 ..	.. 9 ..	.. 6 ..

USE OF THE TABLE.

Example 1.—To find the percentage of the banker when there are 30 cards remaining in the deck, and the player's card twice in it:

In the first column seek for the number answering to 30, the number of cards remaining in the deck: over against it, and under 2, at the her

of the table, you will find 54, which shows that the banker's percentage is the fifty-fourth part of the stake.

Example 2.—To find the percentage of the banker when but 10 cards are remaining in the deck, and the player's card thrice in it:

Against 10, the number of cards, in the first column, and under number 3, you will find 12, which denotes that the banker's percentage is the twelfth part of the stake.

Example 3.—To find the banker's profit when the player's card remains twice in 22:

In the first column find 22, the number of cards, over against it, under figure 2, at the head of the table, you will find 38, which shows that the percentage is one thirty-eighth part of the stake.

Example 4.—To find the banker's percentage when 8 cards remain, and the player's card thrice among them:

In the first column seek for 8, on a line with which, under 3, stands the figure of 9, denoting the percentage to be one-ninth.

When 20 cards remain in the box, and the player's card but once in it, the banker's gain is 5 per cent.

When the player's card is twice in 20, the banker's gain is about the thirty-fourth part of the stake.

When the player's card is thrice in 20, the banker's gain is about 4 per cent.

When the player's card is four times in 20, the banker's gain is nearly the eighteenth part of the stake.

When only eight cards remain, it is 5 to 3 in favor of the bank: when but six are left, it is 2 to 1; and when no more than four, it is 3 to 1.

The percentage in favor of the bank is generally estimated to be about three per cent., but the average is evidently more than that. Some players reduce the percentage against them to almost nothing, while others, less experienced, give the bank enormous advantages. With all players the percentage varies with each turn of the cards, so that no proper estimate of the bank's advantage can be made. One thing, however, is certain—*all* regular Faro-players are reduced to poverty, while dealers and bankers, who do not play against the game, amass large fortunes; and, again, the higher order of Faro-rooms are gorgeously furnished—luxurious suppers and costly wines are gratuitously offered to players, and the proprietors are everywhere distinguished for their reckless extravagance—*all this* is sustained by the percentage of their game.

Almost every Faro-player has some peculiar system, which he strives to believe will beat the bank, and which sometimes does realize his hopes; but, in the end, *all* systems fail. The truth is, the game is based upon certain mathematical principles, giving it a percentage which no system or method of playing can overcome.

CALLING THE LAST TURN.

The bank's greatest percentage is when players call the last turn, as here illustrated:

Suppose the cards remaining in the box to be the 4, 5 and 6; the turn may come 4, 5—4, 6—5, 4—5, 6—6, 4—or 6, 5: therefore, it may come six different ways, but he who calls it correctly receives only four for one, or four times the amount of his stake.

When the last turn happens to be a "cat," it may come three different ways, hut the bank pays only two for one.

Splits are a strong and certain percentage in favor of the bank, therefore, all careful players prefer single cards, so as to avoid the possibility of being split. The chances of splits vary according to the number of similar cards remaining among those undealt.

TABLE EXHIBITING THE ODDS AGAINST WINNING ANY NUMBER OF EVENTS SUCCESSIVELY: APPLICABLE TO FARO, OR ANY OTHER GAME OF CHANCE.

That the player wins or loses the first time is an even bet.

That he does not win twice together, is 3 to 1; three successive times, 7 to 1; four successive times, 15 to 1; five successive times, 31 to 1; six successive times, 63 to 1; seven successive times, 127 to 1; eight successive times, 255 to 1; nine successive times, 511 to 1; ten successive times, 1,023 to 1; and so on, to any number, doubling every time the last odds, and adding one for the stake.

LANSQUENET.

THIS game may be played by almost any number of people, although only one pack of cards* is used at a time during each deal. The dealer, who has rather an advantage, begins by shuffling the cards, and having them cut by any other person of the party; after which he deals out two cards on his left hand, turning them up; then one for himself, and a fourth, which he places in the middle of the table for the company, called the *réjouissance* card. Upon this card any, or all of the company except the dealer, may put their money, either a limited or unlimited sum, as may be agreed on, which the dealer is obliged to answer, by staking a sum equal to the whole that is put upon it by different persons. He continues dealing and turning the cards upwards, one by one, till two of a sort appear; for instance, two Aces, two Two's, &c., which, in order to separate, and that no person may mistake for single cards, he places on each side of his own card; and as often as two, three, or the fourth card, of a sort come up, he always places them in the same manner, on each side of his own. Any single card the company has a right to take and put money upon, unless the dealer's own card happens to be double,

* As the game is now played in France, four and even more, packs of cards are mixed together.

which often occurs by this card being the same as one of the two cards which he first of all dealt out on his left hand. Thus he continues dealing till he brings either their cards or his own. As long as his own card remains undrawn he wins; and whichever comes up first loses. If he draw or deal out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again: the advantage of which is merely his being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

This game is often played more simply without the *réjouissance* card, giving every person round the table a card to put money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

MONTE.

THIS is the national game of the Mexicans, and is extensively played in California; but all attempts to establish it on this side of the Continent have signally failed. It is played with cards made expressly for the game, and which are known as Monte cards. They are thinner then other cards, and number but thirty-two, as in Euchre, those of the same denomination being discarded.

The Monte banker, or dealer must have the whole of his bank, or money which he risks at the game, in sight upon the table. After shuffling the cards, which is done in a peculiar manner, from the bottom of the pack, he deals out two, one at a time, and places them side by side upon the table, with their faces up. This is called the "*lay-out*," and upon these cards the players place their bets.

The two cards thus constituting the *lay-out* may be, for example, a King and a Ten, upon either of which the player may place his money; the bets being made, the dealer turns up the pack, exposing the bottom card, which is called the *port* card. Now, if this card happen to be of like denomination to either one of the *lay-out* cards, the dealer takes the money which may have been bet upon it.

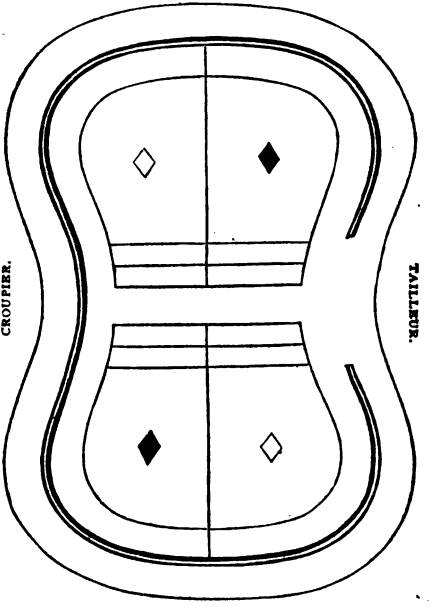
We will suppose the *port* card to be a King—the dealer, having taken the money upon it, removes the King, and puts another card, taken from the pack, in its stead. Suppose that card to be an Ace: the players having again made their bets, the dealer proceeds with the game, which he does by taking the cards from the top of the pack and throwing them face up upon the table. In thus dealing, if the Ten shows before the Ace, the Ace wins, and the Ten loses, when the cards are again shuffled, and dealt as before

The *lay-out* is not confined to *two* cards, but may be four, or more, as desired.

In this game, the *limit* is the bank, the player having the right at any

time, to bet the whole amount, which is called "tapping the bank," which the player indicates by turning over the card upon which he bets, and placing his money thereupon.

ROUGE ET NOIR.



THIS game is of comparatively modern origin, and although very popular at Baden-Baden, and other places on the continent of Europe, it is but seldom played in this country. The game is sometimes called *Trente et Quarante* (*Thirty and Forty*), but more generally Rouge et Noir (*Red and Black*), from the colors marked on the *tapis* or green cloth with which the table is covered. The method of playing is as follows:

The first parcel of cards played is usually for Noir, the second for Rouge, though sometimes the cards are cut to determine which shall begin. Any number of persons may play, and risk their money on the color they please, placing their stakes on the outer semicircle: but after the first card is turned up, no money can be staked for that *coup*.

The dealer and the croupier being seated opposite to each other, the former takes six packs of cards, shuffles and distributes them in various parcels to the various players to shuffle and mix. He then finally shuffles them, and removes the end cards into various parts of the *three hundred and twelve* cards, until he meets with a court-card, which he must place upright at the end. This done, he presents the pack to the punters, *i. e.*, players, to cut, who place the court-card where the dealer separates the pack, and that part of the pack beyond the court-card, he places at the end nearest to him, leaving the court-card at the bottom of the pack.

The dealer then takes a quantity of cards, about as many as a pack, and draws a card, which, after showing to the company, he lays on the table: he draws a second; a third, which he places in the same row, right and left, until the number of points on the cards amount to at least thirty-one; so that if he should happen to count only thirty, he must still draw another.

The cards retain their nominal value. The Ace counts as one point; the Two, two points; the Three, three points; the Four, four points; the Five, five points; the Six, six points; the Seven, seven points; the Eight, eight points; the Nine, nine points; the Ten, ten points; and the court-cards ten points each.

The first row of cards, of which the number of points are at least equal to thirty-one, and cannot consequently pass the number of forty, is for the Noir; that is to say, it determines the chance of those who have placed their money upon that part of the cloth where the black mark is, which is the shape of a diamond.

The tailleur immediately afterwards draws in the same manner another row of cards for the Rouge.

If he has counted thirty-six points in the first row of cards, he calls out, in a loud voice, to the players, six, to avoid the too frequent repetition of the word thirty, which would recur too often, but which is well understood; and thirty-five points in the second row of cards, which he also announces in like manner by saying five. He adds, "Rouge gagne," red wins; because it is always the thirty-one points, or those which more closely approach to them, that win. At that moment, the croupiers gather by the aid of their rakes all the money which is placed on the Noir, and double all that placed on the Rouge, which is withdrawn by the lucky players.

Hitherto it must be obvious, that the chances between the banker and the player are equal: but when the banker, having turned up *thirty-one* for Noir, deals the same number of points (31) for Rouge, he is entitled to half the amount of every stake on either color; this is termed a *refait*.

When a *refait* or Doublet is dealt, the punters may either pay the half they lose, or have their stake moved into the middle apartment of the color they then choose, called la première prison, *the first prison*, to be determined by the next event, whether they lose all or are set at liberty; but if un refait second trente et un, *a second Doublet of one-and-thirty*, should occur in the next succeeding deal, the punters lose only one-half of their remaining moiety, making three-fourths of their original stakes, and are removed into the smallest semicircle, styled la seconde prison, *the second prison*, and the next coup determines whether the punter loses all, or is to be removed again into *la première prison*.

At this game, a banker cannot refuse any stake not exceeding his fund; which the punter declares, by saying, Je vais la Banque, Va la Banque, or Va Banque, *I aim at the Bank*.

Some bankers give up the profit of le refait during the first deal.

The odds against le refait being dealt, are reckoned 63 to 1, but bankers expect it twice in three deals, and there are generally from 29 to 32 coups in each deal.

For the table exhibiting the odds against winning any number of events successively, see page 211.

It must be obvious that there exist no means for winning with certainty, or even for diminishing the slighest portion of the banker's advantage. In the long run, events are balanced, and the banker having more chances in his favor than the player has, the former must necessarily win. Thus, if a player has been fortunate enough to win a considerable sum on one coup, it will dwindle away in detail: and *vice versa*, what he had won in detail, à la martingale, he would lose *en gros*; for this reason—that of whatever number of coups the martingale may be composed, it will break in a proportion equal to what it may produce.

The number of combinations that may be composed in a series of 26 coups is immense. There are no less than 67,108,864 different ways in which a taille consisting of 26 coups may happen.

Thus, whatever one way we may determine on, there are 67,108,863 other ways, all equally possible. In this number, there is but one chance for Noir winning, and one chance for Rouge; one that there may be no interruption commencing with *Noir*, and one that there may be no interruption commencing with *Rouge*. It is possible that by dint of tailles these events may sometimes occur; but the period in which we may reasonably look for them is too long; for supposing 10 tailles per diem, it would require a space of 18,500 years to see them once happen.

If a player has had the good fortune to double, triple, or quadruple his martingale, we must not imagine that his system of play is better than another, since it is in reality but the same degree of luck as the winning of a paroli et sept et le va, seven times the original stake.

Every progression comes to the same thing; and that which increases the most is nothing more than deeper play. He who imagines that he is only staking a dollar because the first coup of his martingale commenced with that sum, is in reality playing more deeply than he con-

ceives; for instance, if the martingale has run six coups, and that it amounts to 120 dollars every coup, one with another will amount to five and one-ninth dollars; so that if without doubling he had played each coup five and one-ninth dollars, it would have come to the same thing, and in the long run, he would lose as much one way as the other. This does not, however, exclude the possibility of winning *momentarily*, because in a small number of coups, the advantage of the banker is comparatively trifling, but in the long run, the player will pay *dearly* for his amusement.

TECHNICAL TERMS USED IN ROUGE ET NOIR.

Tailleur.—The dealer or banker.

Fausse Taille.—Is when the dealer commits a fault, which subjects him to double all the money staked.

Martingale.—A mode of play which consists in staking double the amount of the money lost.

Paroli.—Double the sum staked the first time.

Refait de Trente et Un.—A coup by which the banker wins one-half the money staked, and is effected by dealing 31 for each color.

Refait.—Is when the banker deals the same sum for both colors from 32 to 40.

Sept et Le Va.—Seven times the amount of the sum first staked.

Taille.—Is made when the banker has dealt out all the cards.

Figure.—The name given to the Kings, Queens, and Knaves.

Point.—The number which results from the sums of the cards dealt by the banker.

Noir.—The color for which the first points are dealt by the banker.

Rouge.—The color for which the banker deals the points after those for black.

Croupier.—The banker's assistant.

Punter.—Any one who plays against the banker.

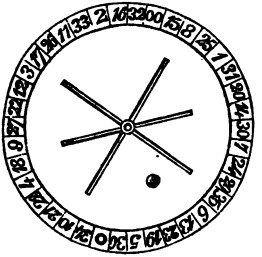
FRENCH ROULETTE.

THE form of the table used for this game is an oblong square, covered with green cloth, in the centre of which there is a round cavity, around the sides of which, equidistant one from the other, are ranged several bands of copper, which, commencing at the top, descend just to the extremity of the machine. In the centre of this cavity, which is movable, is formed a circular bottom containing 38 holes, to which the copper bands are attached, and upon which are painted alternately, in black and red, 36 numbers, from 1 to 36, a zero (0), and a double zero (00).

In the middle is a copper moulinet, surmounted by a cross, which serves to impress the bottom with a rotary motion.

There is a banker, and several assistants—the number of players is unlimited.

Rouge. Manque. Impair.			Noir. Passe. Pair.
36	35	34	
33	32	31	
30	29	28	
27	26	25	
24	23	22	
21	20	19	
18	17	16	
15	14	13	
12	11	10	
9	8	7	
6	5	4	
3	2	1	
OO		O	



O		OO	
1	2	3	
4	5	6	
7	8	9	
10	11	12	
13	14	15	
16	17	18	
19	20	21	
22	23	24	
25	26	27	
28	29	30	
31	32	33	
34	35	36	
Rouge. Manque. Impair.			Noir. Passe. Pair.

FRENCH ROULETTE TABLE.

One of the assistants sets the machine in motion, throwing at the same instant an ivory ball into the concavity in an opposite direction to the movement he has given to the movable bottom. The ball makes several revolutions with great velocity, until, its momentum being exhausted, it falls into one of the 38 holes formed by the copper bands. It is the hole into which the ball falls that determines the gain or the loss of the numerous chances which this game presents.

To the right and left of the moulinet are figured on the green cloth, for the accommodation of the players, the 36 numbers and the zeros, single and double. The other chances are also designated on the green cloth divergent from its centre; on one side *l'impair*, *la manque*, and *rouge;* and on the opposite, *pair*, *passe*, and *noir*. The impair wins when the ball enters a hole numbered impair; the manque, when it enters a hole numbered 18, and all those under that number; the rouge wins when the ball enters a hole of which the number is red, and *vice versa*.

French Roulette affords seven chances; comprising that of the numbers, and the latter chance divides itself into many others, of which we shall give a brief detail.

The player stakes upon the chances. He may select any sum he pleases, or that the banker allows.

The player who puts his money on *one* of the numbers or the zeros painted on the green cloth, receives thirty-five times the amount of his stake should the ball fall into the corresponding number or zero in the interior of the roulette.

The player who plays on the numbers, may play the first *twelve*, the middle *twelve*, and the last *twelve*. If the ball enters one of the twelve numbers corresponding to those on the green cloth on which the player has staked his money, he is paid three times the amount of his stake.

To play the *Colonnes*, the player stakes his money in the square placed at the foot of each column marked on the green cloth; and in the event of the ball entering one of the holes corresponding to the numbers of the column, he wins three times his stake.

Again, he may equally, at his pleasure, play two, three, four, six numbers, and he wins and loses, in the same proportion, eighteen times his stake for two numbers, twelve times for *three numbers*, nine times for four numbers, and six times for *six* numbers, and the rest in proportion. The player who may have put his money on one or the other of the six chances, wins double his stake, if the chance arise. If, then, a ball enter a hole, of which the number is 36, the banker pays double all the following chances, passe, pair, and rouge, and likewise thirty-five times the amount of the sum staked upon the number *thirty-six*, and of course draws to the bank all the money placed on the other chances.

If the ball enter a hole numbered 18 noir, the banker pays the player double the amount of the stakes placed on the following chances, la manque, l'impair, and noir, and thirty-five times the amount of the stake

placed upon the number 17, and draws to the bank all the money placed on the other chances.

Of all the games of chance at present in vogue, Roulette is unquestionably the most disadvantageous to the player, for the bank's mean chance of winning is—

Three thirty-eighths, or nearly eight per cent., on a single number.

Twenty-four thirty-eighths, or nearly six and one-third per cent., on either of the twelve numbers, or the colonnes.

Nineteen thirty-eighths, or nearly five per cent., upon two numbers.

Twenty-four thirty-eighths, or nearly six and one-third per cent., upon three numbers.

Twenty-six thirty-eighths, or nearly seven per cent., upon four numbers.

Twenty-seven thirty-eighths, or nearly seven per cent., upon six numbers.

Nineteen thirty-eighths, or nearly five per cent., upon the passe, pair, manque, impair, rouge et noir.

And hence it is against the player upon the

1st chance	.....	37 to 1
2d do	.....	13 to 6
3d do	.....	18 to 1
4th do	.....	11 to 1
5th do	.....	17 to 2
6th do	.....	16 to 3
7th do	.....	10 to 9

When, however, the numbers are all filled up, as the bank only pays the winner thirty-five times his stake, it clears *three;* thus, supposing thirty-eight dollars to be staked, and that the ball is thrown twice in a minute, the gain of the bank, without incurring the slightest risk, would be *six* dollars per minute, or *three hundred and sixty* per hour. Although, in whatever way you play, the chances are always in favor of the bank, still its risk varies in ratio to the number of chances which are not filled up; for instance, were only ten numbers filled up, and that the ball were to enter one of them, the bank would, in that case, lose *thirty-four*, and only win *eight;* whereas, when all the numbers are filled up, it wins three, without risking a cent.

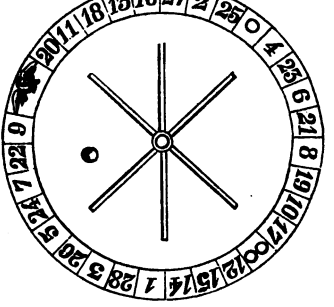
The single and double zeros are bars, where stakes are placed upon the colors. When the ball enters the single zero, all bets upon the black neither win or lose, because the figure is painted black, and the same rule applies to the double zero.

AMERICAN ROULETTE.

THIS game is played as the French Roulette just described, but is much more common, the keepers of the game preferring a twenty-eight

to a thirty-six table, because its percentage against the player is much stronger. In French or Thirty-six Roulette, the single o and oo are sometimes bars; but in a Twenty-eight, the single o, double oo, and eagle are never bars; but when the ball falls into either of them, the banker sweeps everything upon the table, except what may happen to be bet upon either one of them, when he pays twenty-seven for one, which is the amount paid for all sums bet upon any single figure.

	3 for 1	3 for 1	3 for 1
Red.	28	27	14	13	Black.
	26	25	12	11	
	24	23	10	9	
	22	21	8	7	
	20	19	6	5	
	18	17	4	3	
	16	15	2	1	
	OO	Eagle.	O		



	O	Eagle.	OO	
	1	2	15	16	
	3	4	17	18	
Black.	5	6	19	20	Red.
	7	8	21	22	
	9	10	23	24	
	11	12	25	26	
	13	14	27	28	
	3 for 1	3 for 1	3 for 1	3 for 1	

AMERICAN ROULETTE TABLE.

The odd figures are painted black, and the even red, and as they are equal in number, all bets made upon black or red are paid even, *i. e.*, dollar for dollar. All bets made at the foot of a column are paid three for one: other divisions are marked off upon the cloth, embracing a certain number of figures, for which eight for one is paid and for all bets placed upon any single figure, or upon the single o, double oo, or eagle, twenty-seven for one are paid.

The money bet must be placed upon the figure or place selected before the ball moves, or has ceased to roll.

E. O.

An E. O. table is circular in form, but of no exact dimensions, though in general about four feet in diameter. The extreme circumference is a kind of counter, or dépot, for the stakes, marked all round with the letters E and O; on which each adventurer places money according to his inclination. The interior part of the table consists, first, of a kind of gallery, or rolling-place, for the ball, which, with the outward parts above, called dépot, or counter, is stationary or fixed. The most interior part moves upon an axis, or pivot, and is turned about with handles, whilst the ball is set in motion round the gallery. This part is generally divided into forty niches, or interstices, twenty of which are marked with the letter E, and the other twenty with the letter O. The lodging of the ball in any of the niches distinguished by those letters, determines the wager. The proprietors of the tables have two bar-holes, and are obliged to take all bets offered, either for E or O; but if the ball falls into either of the bar-holes, they win all the bets upon the opposite letter, and do not pay to that in which it falls; an advantage in the proportion of 2 to 40, or 5 per cent. in their favor.

PROPS.

The origin of this game is uncertain, but it is played exclusively in New England, more particularly in Boston, where gaming-houses are exclusively devoted to it. It is not a banking, but a percentage game, the keeper of the table taking a certain percentage from all sums played for. In one of the most popular Prop rooms in Boston, the average percentage was said to be ten dollars an hour. The game is played with four sea-shells, about an inch in length, the convex part of the shell

being cut off, and the cavity filled with red sealing-wax, thus making it flat on either side.

The players gather around a long table prepared for the purpose, and which is usually covered with green baize, when one of them takes the props, places his money upon the table, and cries, "*Set to me!*" "Ten dollars that I throw a nick"—which means that he will throw an even number, that is, two or four of either side up—if odd, he loses. The parties around the table take as much of the proposed bet as they see proper, or one may take it all, when the props are thrown, and if he wins he may continue to throw until he loses by throwing an odd number, or an "*out*" as the technical is, when the shells are passed to the next man, who proceeds as before.

KENO.

KENO, as played in this country, is simply the game of Loto, and in some communities, is quite popular. It is played as follows:

There are 90 ivory knobs or balls, about the size of a boy's marble, numbered from 1 to 90, and a board with cavities cut therein, to place the balls as drawn. Upon each card are three lines of figures, each line having five numbers, thus, 3, 16, 34, 52, 90. These lines are formed by the different combinations of five numbers from 1 to 90. At the beginning of the game each player buys a card, at a price mutually agreed upon, this money constituting the pool to be played for. The ball are then carefully examined, and put into an urn, as here represented.

The balls being throughly mixed by several revolutions of the urn, the valve at the bottom is opened, and a single ball drops out, and its number announced by the conductor of the game. The player who happens to have the number upon his card, immediately places a button upon it. Again, the urn is revolved and a second number proclaimed, which is noted in the same manner, by a button, as the first; and thus the numbers are continued to be drawn, until one of the players cries, "*Keno!*" which means that the five numbers upon one of his lines have been drawn. The card is then submitted for inspection, and, if correct, the fortunate player receives the pool, minus the percentage taken by the keeper of the game.

The balls are then returned to the urn, and the play goes on as before, with the same cards, or others, at the option of the player.

CHESS.

THE game of Chess is played by two persons, on a board containing sixty-four squares, alternately colored black and white, or red and white. Each player has eight pieces and eight pawns, one set usually white, and the other black or red. The *pieces* on each side are—King, Queen, two Rooks, two Bishops, two Knights, with eight soldiers, called Pawns, one belonging to each piece. On commencing the game, the board should be set with a white square at the right-hand corner. The lines of squares running upwards are termed *files*, those from left to right are called *ranks* or *lines*, while those running obliquely are known as *diagonals*. As to the disposition on the board, perhaps a single diagram will be more instructive than any number of words. In the following diagram, therefore, we have the

CHESS-BOARD, WITH THE PIECES PLACED IN THEIR PROPER ORDER.

MOVEMENT OF THE PIECES AND PAWNS AND MODE OF CAPTURING AN ADVERSE MAN.

A knowledge of the moves peculiar to these several men is so difficult to describe in writing, and so comparatively easy to acquire over the chess-board from any competent person, that the learner is strongly recommended to avail himself of the latter means when practicable: the use, however, of those who have no chess-playing acquaintanc

command, the subjoined description, the substance of which is derived from Staunton's excellent work on Chess, will, it is hoped, suffice.

The "pieces," by which title the eight superior officers are technically designated, in contradistinction to the "pawns," all take in the same direction in which they move. This act consists in removing the adverse piece or pawn from the board, and placing the captor on the square the former occupied. To make this clear, we will begin with the King, and show his mode of moving and of capturing an adverse man.

THE KING.

The King can move one square only at a time (except in "castling," which will be explained hereafter), but he can make this move in any direction, forwards, backwards, laterally, or diagonally. He can take any one of the adversary's men which stands on an adjoining square to that he occupies, provided such man is left unprotected, and he has the peculiar privilege of being himself exempt from capture. He is not permitted, however to move into check, that is, on to any square which is guarded by a piece or pawn of the enemy, nor can he, under any circumstance, be played to an adjacent square to that on which the rival King is stationed. Like most of the other Pieces, his power is greatest in the middle of the board, where, without obstruction, he has the choice of eight different squares. At the sides, he may play to any one of five, but when in the angles of the board, three squares only are at his command.

Supposing diagram No. 2 to show the position of the men towards the conclusion of a game, and it being either party's turn to play, he could take the adverse pawn from the board, and place his King on the square it occupied; and, by doing so, the King would not depart from the order of his march, which, as we have before said, permits him to move *one step* in every direction. In each of these instances we have placed the pawn in *front* of the King, but he would be equally entitled to take it were it standing on any other part of the eight squares immediately surrounding him, *always provided it was not sustained or guarded by some other piece or pawn.*

THE QUEEN.

The Queen is by far the most powerful of the forces. She has the advantage of moving as a Rook, in straight lines, forwards, backwards, and sideways, to the extent of the board in all directions, and as a Bishop, diagonally, with the same range. To comprehend her scope of action, place her alone in the centre of the board; it will then be seen that she has the command of no less than twenty-seven squares, besides the one she stands on. (See Diagram No. 3.)

Thus placed in the middle of the board, the range of the Queen is immense. She has here the option of taking any one of eight men at

the extremity of the board, on the squares respectively numbered 1, 2, 3, 4, 5, 6, 7, and 8, should her line of march be unobstructed; and if these

No. 2.

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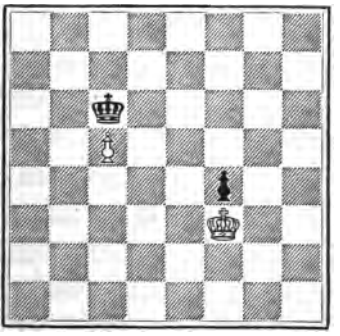

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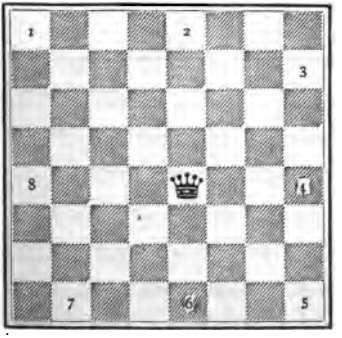

WHITE.

men were nearer, on any of the intermediate squares, she would be equally enabled to take any one of them at her choice. Like all the

other pieces and pawns, she effects the capture by removing the man from the board, and stationing herself on the vacated square.

THE ROOK.

No. 4.

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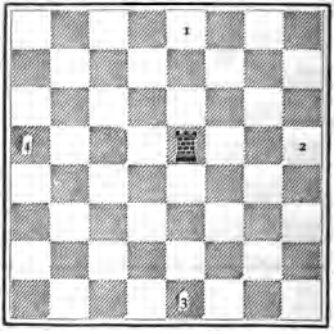

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No. 5.

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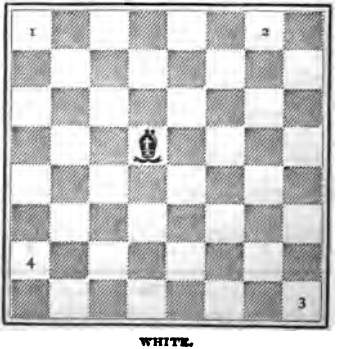

WHITE.

The Rook, or Castle, is next in power to the Queen. He moves in a straight line, forwards, backwards, or sideways, having a uniform range. on a clear board, of fourteen squares, exclusive of the one he occupies.

The Rook has the same power in taking as the Queen, forwards, backwards, and sideways, but he cannot, like her, take any man diagonally.

For example, place the Rook in the centre of the board, and an opposing man on each of the squares numbered, and the Rook has the power of taking any of the four; and he has the same power if the pieces are one or two squares closer to him, or immediately surrounding him, in the direction indicated by the four figures. (See Diagram No. 4.)

THE BISHOP.

The Bishop moves diagonally forwards or backwards, to the extent of the board. It follows, therefore, that he travels throughout the game only on squares of the same color as the one on which he stands when the game begins, and that each player has a Bishop running on white squares, and one on black squares. When placed on a centre square of a clear board, he will be found to have a range of thirteen squares.

The Bishop takes, as he moves, diagonally, either forwards or backwards, his range extending, on unobstructed squares, to the extent of the diagonal line on which he travels. (See Diagram No. 5.)

THE KNIGHT.

No. 6.

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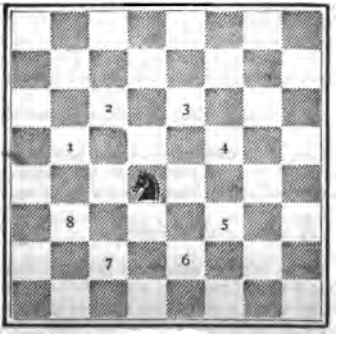

WHITE.

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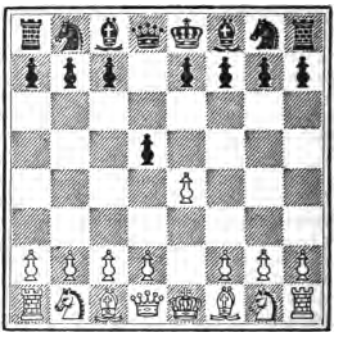

WHITE.

The action of the Knight is peculiar, and not easy to describe. He is the only one of the pieces which has the privilege of leaping over another man. The movements of the others are all dependent on their freedom from obstruction by their own and the enemy's men. For example, when the forces are duly arranged in order of battle before the commencement of the game, the Knight is the only one of the eight capital pieces which can be played before the pawns are moved—King, Queen, Bishop, and Rook are all hemmed in by the rank of pawns, which they cannot overleap; but the Knight, having the liberty of springing over the heads of other men, can be brought into the field at once. His move is one square *in a straight line*, and *one in an oblique direction.*

His power and method of taking an opponent's man will be seen from Diagram No. 6.

In this situation, in the centre of the board, he would have the power of taking any one of the men stationed on the squares numbered, by removing the man and placing himself on the vacant square.

THE PAWN.

The pawn moves only one square at a time, and that *straight forward*, except in the act of capturing, when it takes one step diagonally to the right or left file on to the squares occupied by the man taken, and continues on that file until it captures another man. It may, however, for its *first* move advances *two* steps, *provided no hostile pawns com-*

mands the first square over which he leaps, for, in that case, the adverse pawn has the option of taking him in his passage, *as if he had moved one step only*. A pawn is the only one of the forces *which goes out of his direction to capture*, and which has not the advantage of moving backwards; but it has one remarkable privilege, by which, on occasions, it becomes invaluable; *whenever it reaches the extreme square of the file on which it travels, it is invested with the title and assumes the power of any superior piece, except the King, which the player chooses*. From this circumstance is frequently happens that one party, by skillful management of his pawns, contrives to have two, and sometimes even three Queens on the board at once, a combination of force which of course is irresistible.

As we before observed, the pawn is the only man which captures in a direction different from his line of march. Suppose, at the opening of the game, White begins by playing King's pawn to King's fourth square (see Chess Notation), Black may reply in the same manner with King's pawn to King's fourth square, and neither pawn can do more than remain an obstruction to the onward march of the other, but if Black answer instead with King's Bishop's pawn to Bishop's fourth, or as in Diagram No. 7, with Queen's pawn to Queen's fourth, then White, if he choose, may take the adverse pawn from the board and place his own in its stead.

CHESS NOTATION.

Within the present century a system of Chess notation has been generally adopted, which renders the playing of games by correspondence not only possible, but perfectly easy. The plan now employed by all players in describing the moves of a game is very simple. First, we suppose the board to be divided into two parts. Each half of the board is then subdivided, and each square takes its name from the piece that commands it at the commencement of the game. Thus, the square on which either King is placed at starting is called the King's square; the one immediately in front, the King's second square; the next, on the same file, the King's third square, and so on. The Bishop standing next to the King is known as the King's Bishop, and the square he occupies, the King's Bishop's square; the squares in front are called the King's Bishop's second, third, fourth, fifth squares, &c. Next to the King's Bishop stands the King's Knight, and the square on which he stands is called the King's Knight's square; and the square in front, the King's Knight's second, third, &c., squares. In the corner stands the King's Rook, and the squares before him are called after his name. On the other side of the King stands the Queen, on the Queen's square —the Queen's Bishop, Queen's Knight, and Queen's Rook being placed on their respective squares as on the King's side, and the squares in front of each piece being called after the names of the pieces as before. The pawns take their names from their superior officers. Thus, the pawn before the King is called the King's pawn; that before the King's

and Queen's Bishop, the King's or Queen's Bishop's pawn; and so, also, of the Knights and Rooks. Perhaps it would be an improvement, especially when the player intends to win by a particular Knight or pawn, if the Knights and pawns were stamped with letters, showing to what piece they originally belonged.

BLACK.

Q. R. qs. Q.R.8.	Q. Kt. s. Q.Kt.8.	Q. B. sq. Q.B.8.	Q. sq. Q.8.	K. sq. K.8.	K. B. sq. K.B.8.	K. Kt. s. K.Kt.8.	K. R. sq. K.R.8.
Q. R. 2. Q.R.7.	Q. Kt. 2. Q.Kt.7.	Q. B. 2. Q.B.7.	Q. 2. Q.7.	K. 2. K.7.	K. B. 2. K.B.7.	K. Kt. 2. K.Kt.7.	K. R. 2. K.R.7.
Q. R. 3. Q.R.6.	Q. Kt. 3. Q.Kt.6.	Q. B. 3. Q.B.6.	Q. 3. Q.6.	K. 3. K.6.	K. B. 3. K.B.6.	K. Kt. 3. K.Kt.6.	K. R. 3. K.R.6.
Q. R. 4. Q.R.5.	Q. Kt. 4. Q.Kt.5.	Q. B. 4. Q.B.5.	Q. 4. Q.5.	K. 4. K.5.	K. B. 4. K.B.5.	K. Kt. 4. K.Kt.5.	K. R. 4. K.R.5.
Q. R. 5. Q.R.4.	Q. Kt. 5. Q.Kt.4.	Q. B. 5. Q.B.4.	Q. 5. Q.4.	K. 5. K.4.	K. B. 5. K.B.4.	K. Kt. 5. K.Kt.4.	K. R. 5. K.R.4.
Q. R. 6. Q.R.3.	Q. Kt. 6. Q.Kt.3.	Q. B. 6. Q.B.3.	Q. 6. Q.3.	K. 6. K.3.	K. B. 6. K.B.3.	K. Kt. 6. K.Kt.3.	K. R. 6. K.R.3.
Q. R. 7. Q.R.2.	Q. Kt. 7. Q.Kt.2.	Q. B. 7. Q.B.2.	Q. 7. Q.2.	K. 7. K.2.	K. B. 7. K.B.2.	K. Kt. 7. K.Kt.2.	K. R. 7. K.R.2.
Q. R. 8. Q.R.sq.	Q. Kt. 8. Q.Kt.s.	Q. B. 8. Q.B.sq.	Q. 8. Q.sq.	K. 8. K.sq.	K. B. 8. K.B.sq.	K. Kt. 8. K.Kt.s.	K. R. 8. K.R.sq.

WHITE.

By an examination of the foregoing diagram, this system of Chess notation will be seen at a glance. The white pieces are moving upward.

The following abbreviations are necessary in Chess notation, and will be used throughout the balance of this treatise:

K.....	for King.	P.....	for Pawn.
Q.....	" Queen.	Sq.....	" Square.
R.....	" Rook.	Adv	" Adversary.
B.....	" Bishop.	Ch.....	" Check or Checking.
Kt.....	" Knight.	Dis. Ch.	" Discovering Check.

TECHNICAL TERMS USED IN CHESS.

Castling.—Although, as a general rule, the move of the King is restricted to one square at a time, he has the privilege under certain conditions, once in the game, of moving in conjunction with either of the Rooks two squares. This peculiar movement is called *Castling*,

and is performed in the following manner: If a player wishes to castle on his King's side of the board, he moves the King to K. Kt's. sq., and then places the K.'s Rook on K. B.'s square. If he castle on the Queen's side, he plays his King to Q. B.'s sq., and Q.'s Rook to Q.'s sq. The object of this compound move is to place the royal piece in safety, and at the same time bring the Rook from the corner square into better play.

The conditions under which a player is permitted to castle are: 1st. The King must not be in check. 2d. The King must not have moved. 3d. The Rook must not have moved. 4th. The King must not pass over or on to any square attacked by an enemy's man. And 5th. There must be no piece, either of his own or the adversary's, between the King and the Rook.

In exemplification of the importance of castling, to escape from an attack, and to retort one on the adversary, see Diagram No. 8, page 234.

Check and Checkmate.—The King is said to be in *check* when he is attacked by any piece or pawn, for it being a fundamental law of Chess that the King can never be taken, whenever any direct attack upon him is made, he must be warned of his danger by the cry of *check*, and the player is then compelled either to remove his King *out* of *check*, or parry the check by interposing a man between the King and the attacking piece, or capture the checking man.

When he can do none of these three things, he is *Checkmated*, and the game won by the other side. (See Diagram No. 9.) When the King is directly attacked by the piece played, it is a *simple* check; but when the piece moved does not itself give check, but unmasks another which does, it is called a *discovered check*. (See Diagram No. 8.) The third species of check is named the *double check*, where the King is attacked both by the piece moved and the one discovered. The fourth description is called *perpetual check*, a case which arises when a player has two or more squares on which he can give check, and his opponent can only parry one check by affording an opportunity for another. If the first player then persists in the repetition of these particular checks, the game must be abandoned as drawn. (See Diagram No. 10.)

Doubled Pawn.—When two pawns of the same color are on the same file, the front one is called a *doubled pawn*.

Drawn Game.—When neither party can give checkmate, the game is drawn. This may arise from several causes, as: 1st. *Perpetual check*. 2d. Where there is not sufficient force to effect a mate, as a King and a Knight only, or a King and two Knights, &c., &c. 3d. Where one party has force sufficient, but is ignorant of the proper mode of applying it, and thus fails to checkmate his helpless adversary within the fifty moves prescribed by the 22d law. 4th. Where both parties persist in repeating the same move from fear of each other. 5th. Where both parties are left with the same force at the end, as a Queen against a Queen, a Rook against a Rook, and the like, when, except in particular cases, the game should be resigned as a drawn battle. And 6th. When one of the Kings is *stalemated*.

En Prise.—When a piece or pawn is in a situation to be taken by the enemy, it is said to be *en prise*. To put a piece *en prise*, is to play it so that it may be captured.

The Exchange.—When a player gains a Rook for a Bishop or a Knight, it is termed *winning the exchange*.

False Move.—Any illegal move, such as castling when the King has been moved or is in check, moving a Rook diagonally, or a Bishop like a Knight, is called a *false* or an *impossible move*.

Fool's Mate.—This is the simplest of all checkmates, being accomplished in two moves in the following manner:

WHITE.	BLACK.
1. K. Kt. P. to K. Kt.'s 4th.	1. K. P. to K.'s 4th.
2. K. B. P. to K. B.'s 4th.	2. Q. to K. R.'s 5th, check.

It cannot possibly be given by the first player.

Forced Move.—When a player has only one legal move at command, it is said to be a *forced move*.

Gambit.—This word is derived from an Italian phrase in wrestling, and signifies a movement by which the adversary is tripped up. In Chess, this is attempted by the first player putting a pawn *en prise* of the enemy early in the game, by which he is enabled more rapidly and effectually to develop his superior pieces. There are several gambits, but the most important, and one which includes many others, is the King's gambit, commenced as follows:

WHITE.	BLACK.
1. K. P. to K.'s 4th.	1. K. P. to K.'s 4th.
2. K. B. P. to B.'s 4th.	2. P. takes K. B. P.

The pawn offered by the first player here at his second move is called the gambit pawn, and when taken by the adversary the opening becomes a gambit.

The varieties of the gambits are often designated by the names of the players, who invented or first brought them into vogue—as the *Muzio* gambit, the *Salvio* gambit, the *Allgaier* gambit, the *Lopez* gambit; while others obtain their names from the opening moves of the first player, as the King's Bishop's gambit, which begins thus:

WHITE.	BLACK.
1. K. P. to K.'s 4th.	1. K. P. to K.'s 4th.
2. K. B. P. to B.'s 4th.	2. P. takes P.
3. K. B. to Q. B.'s 4th.	

and is so called because the K.'s Bishop is played out at the 3d move instead of the K.'s Knight.

There is also the Queen's gambit, of which the opening moves are—

WHITE.	BLACK.
1. Q. P. to Q.'s 4th.	1. Q. P. to Q.'s 4th.
2. Q. B. P. to B.'s 4th.	2. P. takes P.

The gambits are the most brilliant and animated of all the openings, full of hair-breadth 'scapes and perilous vicissitudes, but affording an infinitude of beautiful and daring combinations.

"*Giuoco Piano*," a solid and instructive modification of the King's Knight's game, is of all others the most generally practised by the leading players. The opening moves are·

WHITE.	BLACK.
1. P. to K.'s 4th.	1. P. to K.'s 4th.
2. K. Kt. to B.'s 3d.	2. Q. Kt. to B.'s 3d.
3. K. B. to Q. B.'s 4th.	3. K. B. to Q. B.'s 4th.

To Interpose.—When the King is checked, or any valuable piece in danger from the attack of an enemy, you are said to *interpose* a man when you play it between the attacked and attacking piece.

Isolated Pawn.—A pawn which stands alone, without the support and protection of other pawns, is termed an *isolated* pawn.

J'adoube.—A French expression, signifying "I arrange," or "I replace," which is used by a player when he touches a man merely to adjust its position on the board, without intending to play it. (See the 7th Law.)

Minor Pieces.—The Bishop and Knight, in contradistinction to the Queen and Rook, are called *Minor Pieces.*

The opposition.—A player is said to have the opposition when he can place his King directly in front of the adverse King, with only one square between them. This is often an important advantage in ending games.

Party.—From the French *partie.* Frequently used by modern writers instead of the word "game."

Passed Pawn.—A pawn is said to be a *passed* one when the adversary has no pawn to obstruct its march on the same file, or on either of the next files to the right or left.

Pion Coiffé, or Marked Pawn.—This is a description of odds but rarely given, and only when there is a vast disparity between the skill of the players. It consists in one party placing a *cap* or ring on one of his pawns, and undertaking to checkmate his opponent with that particular pawn. He is not allowed to *Queen* the pawn, and if he loses it, or happens to checkmate his opponent with any other man, he forfeits the game. The pawn usually *capped* is the King's Knight's, because it can be more readily and effectually surrounded by protecting pieces.

To Queen a Pawn, or to Advance a Pawn to Queen.—When a player has contrived to advance a pawn to a square on the eighth or last line, it assumes the rank and power of a Queen or of any other piece he chooses, and he is then said to have *queened* his pawn. (See the 21st Law.)

Scholar's Mate.—A checkmate occasionally given at the opening of a game by a practised player to one but little tutored in the science. The following are the moves:

WHITE.	BLACK.
1. P. to K.'s 4th.	1. P. to K.'s 4th.
2. K. B. to Q. B.'s 4th.	2. K. B. to Q. B.'s 4th.
3. Q. to K. R.'s 5th.	3. Q. P. one.

4. Q. takes K. B. P., giving checkmate.

Smothered Mate.—A checkmate which is sometimes given by the Knight when the adverse King is hemmed in, or *smothered*, by his own forces. (See Diagram No. 11.)

Stalemate.—When one party has his King so circumstanced that, not being at the moment in check, he cannot play him without going into check, and at the same time has no other piece or pawn to move instead, he is said to be *stalemated*, and the game is considered drawn. (See Diagram No. 12.)

Taking a Pawn en Passant, or in Passing.—It has been shown before, in speaking of the action of the pawn, that he is limited in his march to one square forward at a time, when not capturing, and one square forward diagonally, either to the right or left, when he takes an adversary, but that he has the privilege, on being first played in the game, to advance two squares, unless in so doing he pass a square which is attacked by a hostile pawn; in which case the opponent may, at his option, permit him to make the two steps forward, and there remain, or may capture him in his passage in the same way as if he had moved but one step.

ILLUSTRATIONS OF TECHNICAL TERMS.

THE OPERATION OF "CASTLING;" AND "DISCOVERED CHECK."

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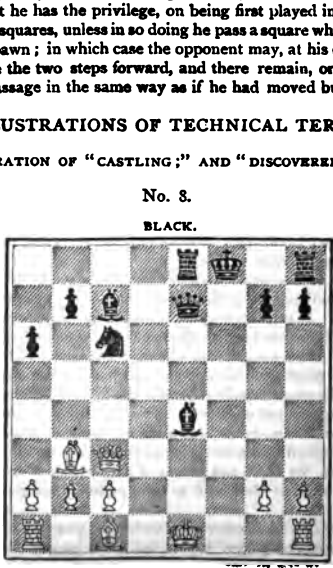

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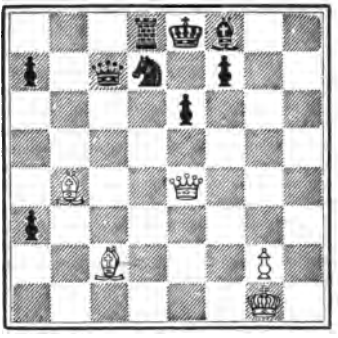


WHITE.

In Diagram No. 8, the white King is threatened with what is called "a discovered check," that is, his opponent, by removing the Bishop, would *discover* check from the Queen, a proceeding in the present instance, which would speedily involve the loss of the game to White. Not being at the moment in check, however, and having moved neither King nor Rook, and there being no *intervening* piece between the King and his own Rook, White is enabled to castle, giving check to the adverse King at the same time, and win the game easily, for Black has no square to which he can move his King, without going into check, and is consequently obliged to interpose his Q. at K. B.'s second, or K. B.'s third square, in either case being checkmated in two more moves, as you will soon be able to see.

CHECKMATE. (See Diagram 9.)

The foregoing position shows the appearance of the forces on each side towards the end of a game, and will assist to explain the application of two or three of the technical terms described in the present section, as well as to exhibit the King in a situation of checkmate. You already understand that the moves at chess are played by each party alternately; in this case it is White's turn to play, and he will checkmate his antagonist in two moves. Place the chessmen on your board exactly in the order they stand in Diagram No. 9; having done this, suppose yourself to be playing the White men, and take the black King's pawn with your Queen, in the manner before shown, *i. e.*, by taking the pawn from the board and stationing your Queen on the square it occupied. By this

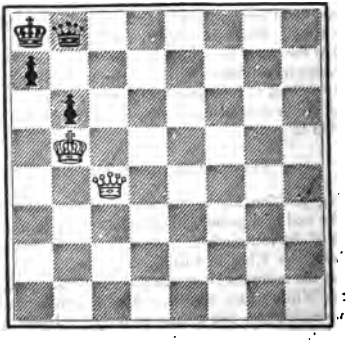
act, you not only take his pawn, but you attack his King, and must apprise him of his danger by calling "*Check.*" He has now two ways only of parrying this check. It is clear he cannot move his King, because the only two squares to which he could move without going into check are occupied by his own men; he is forced then either to take the Queen with his K. B.'s pawn, or interpose the Bishop at King's second square. If he take the Queen with his K. B.'s pawn, you must reply by placing your King's Bishop (which you will know by the color of the diagonal on which he travels) to K. Kt.'s sixth square, crying "Check." Examine the position attentively, and you will find that Black has no square to which he can move his King, the only vacant one being attacked by your Queen's Bishop, that he has nothing wherewith to take the Bishop that has given check, and neither piece nor pawn with which to interpose between it and his King, and that consequently, he is not only checked, but *checkmated*. In like manner, if, at his first move, instead of capturing your Queen, he interposes his Bishop at King's second square, you immediately take the Bishop with your Queen, who is protected by her Bishop, and say "Checkmate."

PERPETUAL CHECK.

Place the men on your chess-board according to Diagram No. 10, suppose yourself to be playing the white pieces, and that it is your turn to move. Your adversary, you will observe, has the advantage in point

No. 10.

BLACK.



WHITE.

of force, but this is counterbalanced by the situation, which enables you to draw the game. To do this, you must first play your Queen to one

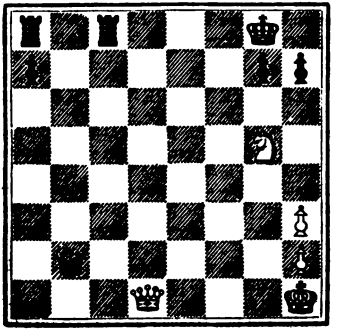
of the three squares where she will check the King, *i. e.*, to K.'s 4th, Q.'s 5th, or Q. B.'s 6th; it is indifferent which, say, therefore, Q. to K.'s 4th (check). Black has no option, his King cannot move, he must interpose his Queen. If now you were to take the Queen you would lose the game, on account of his two pawns; but instead of doing so, you play the Queen to King's 8th sq., giving check. The black Queen must again interpose; you repeat the check at K.'s 4th, black can only parry it with his Queen, and you may persist in giving the same two checks, *ad infinitum*. In such cases, the game is resigned as "drawn by *perpetual check*."

SMOTHERED MATE. (See Diagram 11.)

This is a familiar example of *smothered mate*, which you will find can be effected by no other piece than the Knight. White's first move is, Queen to her 5th square, checking. Black is obliged to retreat his King to the R.'s sq., because, were he to play him to his B.'s sq., the Q. would checkmate at once. Upon the King retiring, White gives check with his Kt. at K. B.'s 7th; this brings the King back again to Knight's sq., and affords to White an opportunity of giving *double check*, which he does by moving the Knight to K. Rook's 6th, checking with both Q. and Knight: as before, the King must go to Rook's sq.; and now follows a beautiful move—White plays his Queen down to K. Kt.'s 8th (next square to the black King), giving check; the King cannot take on account of the Knight; he is compelled, therefore, to capture with his

No. 11.

BLACK.



WHITE.

No. 12.

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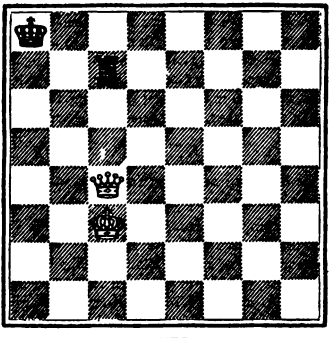


WHITE.

Rook, and the Knight then gives the *smothered mate* at K. B.'s 7th square.

STALEMATE. (See Diagram 12.)

Here you observe that White has the great advantage of a Queen against a Rook; but with all this, and the move to boot, it is impossible for him to do more than draw the game. It is evident that he cannot move his Queen from the front of his King on account of exposing him to check with the Rook. If he moves his King, Black takes the Queen, and the game is drawn. And lastly, if he takes the Rook with his Queen, he places the adverse King in the position before described of *stalemate*.

THE RELATIVE VALUE OF THE PIECES.

The pawn, as the lowest piece in this case of value, is usually considered as the unit by which to measure the value of the other pieces. It is, however, difficult to measure the pieces by this standard. The King's, Queen's, and Bishop's pawns are called the *centre pawns*, and are of more value than the other pawns, particularly in the beginning and middle of the game. The Rook's pawns are considered as least in value.

The Bishops and Knights are considered to be equal in value; and are worth rather more than three pawns.

A Rook is valued at five pawns, and may be exchanged for a minor piece and two pawns, and two Rooks may be exchanged for three minor pieces.

The Queen is equal to two Rooks and a pawn, and is superior in value to any three minor pieces.

The relative value of the King, from the nature of the game, cannot be estimated. His powers of attack, however, from his being able to move both in right lines or diagonally, are very considerable. At the latter end of the game, his strength materially increases, especially when the issue of the struggle is to be determined by pawn play.

THE LAWS OF CHESS.

1. The Chess-board must be so placed that each player has a white corner square nearest his right hand. If the board has been improperly placed, it must be adjusted, provided *four* moves only on each side have been played.

2. If a piece or pawn be misplaced at the beginning of the game, either player may insist upon the mistake being rectified, if he discover it before playing his fourth move, but not afterwards.

3. Should a player, at the commencement of the game, omit to place all his men on the board, he may correct the omission before playing his fourth move, but not afterwards.

4. If a player, undertaking to give the odds of a piece or pawn, neglect to remove it from the board, his adversary, after *four* moves have been played on each side, has the choice of proceeding with or recommencing the game.

5. When no odds are given, the players must take the first move of each game alternately, drawing lots to determine who shall begin the first game. If a game be drawn, the player who began it has the first move of the following one.

6. The player who gives the odds has the right of moving first in each game, unless otherwise agreed. Whenever a pawn is given, it is understood to be always the King's Bishop's pawn.

7. A piece or pawn touched must be played, unless at the moment of touching it the player say, "*J'adoube*," or words to that effect; *but if a piece or pawn be displaced or overturned by accident, it may be restored to its place.*

8. While a player holds the piece or pawn he has touched, he may play it to any other than the square he took it from: but, having quitted it, he cannot recall the move.

9. Should a player touchone of his adversary's pieces or pawns, without saying "*J'adoube*," or words to that effect, his adversary may compel him to take it; but if it cannot be legally taken, he may oblige him to move the King; should his King, however, be so posted that he cannot be legally moved, no penalty can be inflicted.

10. Should a player move one of his adversary's men, his antagonist has the option of compelling him:

I. To replace the piece or pawn and move his King.

II. To replace the piece or pawn and take it.

III. To let the piece or pawn remain on the square to which it had been played, as if the move were correct.

11. If a player take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a piece or pawn that can legally take it, or to move his own piece or pawn which he touched.

12. Should a player take one of his own men with another, his adversary has the option of obliging him to move either.

13. If a player make a false move—*i. e.*, play a piece or pawn to any square to which it cannot legally be moved—his adversary has the choice of three penalties, viz.:

I. Of compelling him to let the piece or pawn remain on the square to which he played it.

II. To move correctly to another square.

III. To replace the piece or pawn and move his King.

14. Should a player move out of his turn, his adversary may choose whether both moves shall remain, or the second be retracted.

15. When a pawn is first moved in a game, it may be played one or two squares; but, in the latter case, the opponent has the privilege of taking it *en passant* with any pawn which could have taken it had it been played one square only. A pawn cannot be taken *en passant* by a piece.

16. A player cannot castle in the following cases:

I. If the King or Rook have been moved.

II. If the King be in check.

III. If there be any piece between the King and the Rook.

IV. If the King pass over any square attacked by one of the adversary's pieces or pawns.

Should a player castle in any of the above cases, his adversary has the choice of enforcing either of the three following penalties, viz.:

I. Of insisting that the move remain.

II. Of compelling him to move the King.

III. Of compelling him to move the Rook.

17. If a player touch a piece or pawn that cannot be moved without leaving the King in check, he must replace the piece or pawn and move his King; but if the King cannot be moved, no penalty can be inflicted.

18. If a player attack the adverse King without saying "Check," his adversary is not obliged to attend to it; but if the former, in playing his next move, were to say "Check," each player must retract his last move, and he who is under check must obviate it.

19. If the King has been in check for several moves, and it cannot be ascertained how it occurred, the player whose King is in check must retract his last move, and free his King from the check; but if the moves made subsequent to the check be known, they must be retracted.

20. Should a player say "Check," without giving it, and his adversary, in consequence, move his King, or touch a piece or pawn to interpose, he may retract such move, provided his adversary has not completed his last move.

21. Every pawn which has reached the 8th or last square of the Chess-board must be immediately exchanged for a Queen, or any piece the player may think fit, even though all the pieces remain on the board. It follows, therefore, that he may have two or more Queens, three or more Rooks, Bishops, or Knights.

22. If a player remain, at the end of the game, with a Rook and Bishop against a Rook; with both Bishops only; the Knight and Bishop only, &c., he must checkmate his adversary in fifty moves on each side at most, or the game will be considered as drawn; the fifty moves commence from the time the adversary gives notice that he will count them. This law holds good for all other checkmates of pieces only, such as Queen or Rook only, Queen against a Rook, &c., &c.

23. If a player agree to checkmate with a particular piece or pawn, or on a particular square, or engage to force his adversary to stalemate or checkmate him, he is not restricted to any number of moves.

24. A stalemate is a drawn game.

25. If a player make a false move, castle improperly, &c., &c., the adversary must take notice of such irregularity before he touches a piece or pawn, or he will not be allowed to inflict any penalty.

26. Should any question arise respecting which there is no law, or in case of a dispute respecting any law, the players must refer the point to the most skillful disinterested bystanders, and their decision must be considered as conclusive.

INSTRUCTIVE GAME FOR BEGINNERS.

In this game, which we quote from Mr. Staunton's excellent work on Chess, the reader will be supposed to play the white pieces and to have the first move, although, as it has been before remarked, it is advisable for you to accustom yourself to play with either black or white, for which purpose it is well to practice the attack, first with the white and then with the black pieces.

WHITE.	BLACK.
1. K. P. to K.'s 4th.	1. K. P. to K.'s 4th.

When the men are first arranged in battle order, it is seen that the only pieces which have the power of moving are the Knights, and that to liberate the others it is indispensably necessary to move a pawn. Now, as the King's pawn, on being moved, gives freedom both to the Queen and to the King's Bishop, it is more frequently played at the beginning of the game than any other. You will remember, in speaking of the pawns, it was shown that on certain conditions they have the privilege of going either one or two steps when they are first moved.

2. K. B. to Q.'s B.'s 4th.	2. K. B. to Q.'s B.'s 4th.

Thus far the game illustrative of the *King's Bishop's* opening is cor-

rectly begun. Each party plays his King's Bishop thus, because it attacks the most vulnerable point of the adverse position, viz., the *King's Bishop's pawn.*

3. Q. B. pawn to B.'s 3d.	3. Q. Knight to B.'s 3d.

In playing this pawn your object is afterwards to play Queen's pawn to Queen's 4th square, and thus establish your pawns in the centre; but Black foresees the intention, and thinks to prevent its execution by bringing another piece to bear upon the square.

4. Q. pawn to Q.'s 4th.	4. Pawn takes Q.'s pawn.
5. Q. B.'s pawn takes pawn.	5. K. B. takes pawn.

Here you have played without due consideration. Black's third move of Queen's Knight to Bishop's third square was a bad one, and afforded you an opportunity of gaining a striking advantage, but omitting this, you have enabled him to gain a valuable pawn for nothing. Observe, now, your reply to his third move was good enough (4. Queen's pawn to Queen's 4th square), but when he took your pawn with his, instead of taking again, you ought to have taken his *King's Bishop's pawn* with your Bishop, giving check: the game would then most probably have gone on thus:—

5. *K. B. takes K. B.'s pawn* (ch.)	5. *K. takes Bishop.*
6. *Queen to K. R.'s 5th* (ch.)	6. *K. to his B.'s square.*
7. *Queen takes K. Bishop* (ch.)	

In this variation, you see Black has lost his King's Bishop's pawn, and what is worse, *has lost his privilege of castling*, by being forced to move his King; and although for a moment he had gained a Bishop for a pawn, it was quite clear that he must lose a Bishop in return by the check of the adverse Queen at King's Rook's 5th square. It is true that he need not have taken the Bishop, but still his King must have moved, and White could then have taken the King's Knight with his Bishop, having always the better position.

But now to proceed with the actual game:

6. K. Knight to K. B.'s 3d.	6. Queen to K. B.'s 3d.

Bringing out the Knight is good play; you not only threaten to win his Bishop, but you afford yourself an opportunity of castling whenever it may be needful. Black would have played better in retiring the Bishop from the attack to Queen's Knight's 3d square than in supporting it with the Queen.

7. Knight takes Bishop.	7. Queen takes Knight.

Both parties played well in their last moves. You rightly took off the

Bishop, because supported by the Queen he menaced your Queen's Kt.'s pawn, and Black properly retook with his Queen instead of the Knight, because having a pawn ahead, it was his interest to exchange off the Queens.

8. Q. Knight to Q.'s 2d. 8. K. Knight to B.'s 3d.

You played correctly here in not exchanging Queens, and also in protecting your Bishop and your King's pawn, both of which were attacked by the adverse Queen; but all this might have been done without impeding the movements of any of your pieces, by simply playing Queen to King's 2d sq.; as it is, the Knight entirely shuts your Queen's Bishop from the field. Black properly brings another piece to the attack of your King's pawn:

9. K. B.'s pawn to B.'s 3d. 9. Q. Knight to King's 4th.

In protecting the King's pawn with your K. Bishop's pawn, you are guilty of a very common error among young players; as you improve, you will find that it is rarely good play to move the King's Bishop's pawn to the third square—in the present instance, for example, you have deprived yourself of the power of castling, at least for some time, since the adverse Queen now commands the very square upon which your King, in castling on his own side, has to move. Black's last move is much more sensible. He again attacks your Bishop, and by the same move brings his Q.'s Knight into co-operation with the King's, on the weak point of your position:

10. Pawn to Q. Kt.'s sq. 10. Q. takes Queen's Rook.

This is a serious blunder indeed. In your anxiety to save the threatened Bishop, which you feared to withdraw to Q. Kt.'s 3d sq., on account of the adverse Knight's giving check at your Queen's 3d square, you have actually left your Q.'s Rook *en prise!* Black takes it, of course, and having gained such an important advantage, ought to win easily.

11. Castles (*i. e.*, plays Q. to his Kt.'s sq., and Rook to K. B.'s sq.) 11. Q.'s Kt. takes Bishop.
12. Kt. takes Kt. 12. Castles.
13. Queen to her 2d. 13. Q. B.'s pawn to B.'s 4th.

Your last move is very subtle; finding the mistake that Black had committed in not retreating his Queen directly after winning the Rook, you determine, if possible, to prevent her escape by gaining command of all the squares she can move to. Seeing the danger, Black throws forward this pawn to enable him, if possible, to bring the Queen off, by playing her to her 5th sq., giving check.

14. Bishop to Q. Kt.'s 2d. 14. Q. takes Q. R.'s pawn.

This move of the Bishop is well timed; it does not, to be sure, pr

vent the Queen from escaping for a move or two, but it gives you an attack, and very great command of the field.

15. Q. to K. Kt.'s 5th. 15. Knight to K.'s sq.

Very well played on both sides. By playing the Queen to K. Kt.'s 5th, you threatened to win his Knight by at once taking it with your Bishop, which he could not retake without opening check on his King. Instead of so moving, you might have played the Knight to Q. Rook's 5th sq., in which case, by afterwards moving the Rook to Q. Rook's square, it would have been impossible for his Queen to get away.

16. Q. to King's 3d. 16. K. R.'s pawn to R.'s 3d.

You prudently retreated your Queen to guard her Knight's pawn, which it was important to save, on account of its protection to the Knight. Black played the King's R.'s pawn to prevent your Queen returning to the same post of attack.

17. K. R.'s P. to R.'s 3d. 17. K. to his R.'s sq.

Here are two instances of what is called "lost time" at Chess, neither move serving in the slightest degree to advance the game of the players. That you should have overlooked the opportunity of gaining the adverse Queen was to be expected. Similar advantages present themselves in every game between young players, and are unobserved.

18. K. B.'s pawn to B.'s 4th. 18. Q. Kt.'s pawn to Kt.'s 3d.

Again you have failed to see a most important move; you might have taken the K. Rook's pawn with your Queen, giving check safely, because Black could not take your Queen without being in check with your Bishop. All this time, too, your opponent omits to see the jeopardy his Queen is in, and that as far as practical assistance to his other pieces is concerned, she might as well be off the board.

19. K. Kt.'s pawn to Kt.'s 4th. 19. Q. Kt.'s pawn to Q. Kt.'s 4th.

Your last move is far from good. By thus attacking your Knight, Black threatens to win a piece, because upon playing away the Knight you must leave the Bishop unprotected.

20. Pawn to K. Kt.'s 5th. 20. Pawn takes Knight.

Although your Knight was thus attacked, it might have been saved very easily. In the first place, by your taking the adversary's Q. B.'s pawn, threatening to take his K.'s Rook, on his removing which, or interposing the Q.'s pawn, you could have taken the pawn which attacked your Knight; or, in the second place, by moving your Queen to

her 2d square. In the latter case, if Black ventured to take the Knight, you would have won his Queen by taking the K. Kt.'s pawn with your Bishop, giving check, and thus exposing his Queen to yours. Black would have been obliged to parry the check, either by taking the Bishop or removing his King, and you would then have taken his Queen. This position is very instructive, and merits attentive examination.

21. B. to Q. B.'s 3d.	21. Pawn takes Q. Kt.'s pawn.
22. Pawn to K. R.'s 4th.	22. Pawn to Q. Kt.'s 7th.

In such a position, the advance of your King's flank pawns is a process too dilatory to be very effective.

23. Pawn to K. B.'s 5th.	23. Pawn to Q. Kt.'s 8th. becoming a Queen.

Now the fault of your tortoise-like movements with the pawns becomes fatally evident. Black has been enabled to make a second Queen, and has an overwhelming force at command.

24. Rook takes Queen.	24. Queen takes Rook (check.)

You had no better move than to take the newly-elected Queen, for two Queens must have proved irresistible.

25. King to his Kt.'s 2d.	25. Kt. to Queen's 3d.
26. K. Kt.'s pawn to Kt.'s 6th.	26. P. takes pawn.
27. P. takes pawn.	27. Bishop to Q. Kt.'s 2d.

Here you have another remarkable instance of lost opportunity. At your last move you might have redeemed all former disasters by checkmating your opponent in two moves. Endeavor to find out how this was to be accomplished.

28. K. R.'s pawn to R.'s 5th.	28. Knight takes King's pawn.
29. Bishop to King's 5th.	29. Kt. to K. Kt.'s 4th (discovering check).

Up to Black's last move you had still the opportunity of winning the game before mentioned.

30. King to Kt.'s 3d.	30. K.'s Rook to B.'s 6th (ch.)
31. King to R.'s 4th.	31. Q. to K.'s Bishop's 4th.

At this point you were utterly at the mercy of your antagonist, but fortunately he wanted the skill to avail himself properly of his vast superiority in force and position, or he might have won the game in half a dozen different ways.

32. Q. takes Rook.	32. Q. takes Queen.
33. B. takes K. Kt.'s pawn (ch.)	33. King takes Bishop.

This was your last chance, and its success should serve to convince you that in the most apparently hopeless situations of the game there is often a latent resource, if we will only have the patience to search it out. By taking the Bishop, Black has left your King, *who is not in check*, no move without going into check, and as you have neither piece nor pawn besides to play, you are *stalemated*, and the game is DRAWN.

"OPENINGS" OF GAMES.

The principal openings are the King's gambit, the Queen's gambit, the King's Knight's opening, the King's Bishop's opening, &c. From these spring the various gambits, known as the Evans, the Muzio, the Cunningham, the Allgaier, the Cochrane, the Giuoco Piano, &c., most of them deriving their names from the inventors. All these gambits have a variety of subdivisons, and openings not founded on any of them are termed irregular openings. We shall, after defining each of the most celebrated of these openings, give illustrations of them.

THE KING'S GAMBIT.—In this gambit, the first player advances his K. B. P. two squares at his second move.

THE QUEEN'S GAMBIT is when the first player, at his second move, advances his Q. B. P. two squares.

KING'S BISHOP'S GAMBIT is so styled because the first player brings out the K. B. at his second move.

KING'S KNIGHT'S GAMBIT.—In this much used opening the first player brings out his K. Kt. at his second move.

THE EVAN'S GAMBIT, so styled from its inventor, Captian W. D. Evans, R. N., is when the player advances Q. Kt. P. two at his fourth move and sacrifices it, with the object of recovering at least its equivalent, at the same time obtaining a decided lead.

Besides the above, there are the Queen's Pawn-Two opening, the Queen's Bishop's Pawn's opening, the Lopez gambit, the King's Pawn-One opening, the Queens Counter gambit, the King's Rook's Pawn's gambit, the Allgaier gambit, the Muzio gambit, the Cochrane gambit, the Cunningham gambit, the Bishop's gambit, the Damian's gambit, the Greco Counter gambit, &c., &c.

In a work of such limited scope as the present, it would be impossible to treat at any length upon every one of these openings. We shall therefore content ourselves with making a selection which will be at once interesting and suitable for beginners. In every case we have preferred to give those variations which are considered the *best* and *most legitimate*, believing that the study and practice of such positions will be more advantageous to the learner than giving, as some writers do, inferior play and positions, and then afterwards giving the correct ones.

THE KING'S GAMBIT.

WHITE.	BLACK.
1. K. P. 2.	1. K. P. 2.
2. K. B. P. 2.	2. P. takes P.
3. K. Kt. to B. 3.	3. K. Kt. P. 2.
4. K. B. to Q. B. 4.	

There has been much difference of opinion as to the move which Black should now make. Some writers prefer advancing K. Kt. P., whilst Walker and a whole host of authorities think it better to place the K. B. at Kt. second: "although," says Walker, "playing the pawn is productive of more brilliant situations." He advises both moves for practice.

The following illustration of the King's gambit, as played by Captain Mackenzie and Mr. Paulsen, is highly interesting:

WHITE. (Captain Mackenzie.)	BLACK. (Mr. Paulsen.)
1. K. P. 2.	1. K. P. 2.
2. K. B. P. 2.	2. P. takes P.
3. K. Kt. to B. 3.	3. K. Kt. P. 2.
4. K. R. P. 2.	4. K. Kt. P. 1.
5. Kt. to K. 5.	5. B. to Kt. 2.
6. Kt. takes Kt.'s P.	6. Q. P. 2.
7. P. takes P.	7. Q. to K. 2 (ch.)
8. K. to B. 2.	8. B. to Q. 5 (ch.)
9. K. to B. 3.	9. K. R. P. 2.
10. B. to Kt. 5 (ch.)	10. K. to Q. square.
11. Kt. to B. 2.	11. B. to Kt. 5 (ch.)
12. Kt. takes B.	12. P. takes Kt. (ch.)
13. K. takes Kt.'s P.	13. K. Kt. to B. 3 (ch.)
14. K. to R. 3.	14. R. takes P. (ch.)
15. K. takes R.	15. Kt. to K. 5 (dis. ch.)
16. K. to Kt. 4.	16. Kt. to B. 7 (ch.)
17. K. to R. 5.	17. Q. to K. 4 (ch.)
18. K. to R. 4.	18. Q. to B. 3 (ch.)
19. K. to R. 5.	19. Q. to Kt. 3 (ch.)
20. K. to R. 4.	20. B. to B. 3 (checkm.)

THE EVAN'S GAMBIT.

WHITE.	BLACK.
1. K. P. 2.	1. K. P. 2.
2. K. Kt. to B. 3.	2. Q. Kt. to B. 3.
3. K. B. to Q. B. 4.	3. K. B. to Q. B. 4
4. Q. Kt. P. 2.	

The fourth move of White constitutes the gambit. By the sacrifice

of his pawn, White will be enabled to gain at least an equivalent advantage. Black must now either withdraw his Bishop or take the gambit pawn with it. If he retire he loses time, and most players agree that it is better to take the pawn offered. Even by this, he suffers the disadvantage of being drawn from a good attacking position, besides opening the game for the adverse Q. B., thus enabling his opponent to castle with safety. If Black elect to take the pawn with Q. Kt., White must attack the Kt. with Q. B. P.; and if Black should then retire to his Q. B. 3, which is his best move, White is enabled to make a powerful attack. But if White should now fall into the error, sometimes made, of taking Black's pawn with his Kt., Black would move his Q. to K. B. 3 and win the game. The best move for Black is the following:

WHITE.	BLACK.
	4. B. takes P.
5. P. to Q. B. 3.	5. B. to R. 4 (best.)

Some writers prefer to make Black's fifth move B. to Q. B. 4, but it will be found that the one we have given will cause more embarrassment to White.

6. Castles.	6. B. to Q. Kt. 3.
7. P. to Q. 4.	7. P. takes P. (best.)
8. P. takes P.	8. P. to Q. 3.
9. P. to Q. 5.	

It is a matter of opinion whether Black should now answer by playing his Kt. to R. 4. For my part, I consider it the strongest play for him to play his Kt. to K.'s 2d. The following will be found an interesting game from that move:

	9. Q. Kt. to K. 2.
10. B. to Q. Kt. 2.	10. K. Kt. to B. 3.
11. B. takes K. Kt.	11. P. takes B.
12. K. Kt. to Q. 4.	12. Castles.
13. Q. Kt. to B. 3.	13. P. to K. B. 4.
14. K. to R. sq.	14. P. takes P.
15. Q. Kt. takes P.	15. P. to K. B. 3.
16. P. to K. B. 4.	16. B. takes Kt.
17. Q. takes B.	17. Kt. to K. B. 4.
18. Q. to K. B. 2.	18. Q. to K. sq.
19. Q. R. to K. sq.	19. Q. to K. Kt. 3.
20. P. to K. Kt. 4.	20. Kt. to K. Kt. 2.
21. P. to K. R. 3.	21. B. to Q. 2.
22. P. to K. B. 5.	22. Q. to K. R. 3.
23. P. to K. R. 4.	23. Q. R. to K. sq.
24. Q. to K. R. 2.	24. Q. R. to K. 4.
25. R. to K. B. 3.	25. K. R. to K. sq.
26. P. to K. Kt. 5.	26. P. takes P.

WHITE.	BLACK.
27. P. to K. B. 6.	27. Kt. to K. B. 4.
28. P. to K. B. 7 (ch.)	28. K. takes P.
29. Kt. takes K. Kt. P. (ch.)	29. K. to Kt. sq.
30. Q. R. to K. Kt. sq.	30. R. to K. 8.
31. Kt. to K. 6 (dis. ch.)	31. K. to R. sq.
32. R. takes R. and wins.	

KING'S BISHOP'S OPENING.

This opening is considered by the great Chess master, Philidor, as the very finest opening for the first player, as it brings out the Bishop at the second move, and immediately attacks Black's K. B. P., his weakest point. From this opening spring some of the finest and most difficult combinations known. It commences thus:

WHITE.	BLACK.
1. K. P. to K. 4.	1. P. to K. 4.
2. K. B. to Q. B. 4.	2. K. B. to Q. B. 4 (best.)
3. P. to Q. B. 3.	3. Q. to K. 2 (good.)
4. K. Kt. to B. 3.	

Some prefer to play the Kt. to K. 2, but in our opinion this is not so good as to B. 3, because in the former case Black could take K. B. P. with his Bishop (check); and if white K. takes Bishop, black Queen gives check at her B. 4, and White loses Bishop.

	4. K. Kt. to B. 3.
5. Q. to K. 2.	5. P. to Q. 3.
6. P. to Q. 3.	6. P. to Q. B. 3.

If Black plays his Q. B., pinning Kt., White will advance R. P., which will cause Black either to retire Bishop (which will be losing time) or force an exchange, which will open the game to White's Queen. Therefore it will be better for Black to play P. to Q. B. 3, as we have given it, which will leave the game pretty equal up to this point. If Black, at his third move, replies as follows—which is an inferior move—then the game proceeds thus:

WHITE.	BLACK.
	3. K. Kt. to B. 3.
4. P. to Q. 4.	4. P. takes P.
5. P. to K. 5.	5. Kt. to K. 5.
6. Q. to K. 2.	6. Kt. to Kt. 4
7. P. to K. B. 4.	7. Kt. to K. 3.
8. P. to K. B. 5.	

If Black now play

8. Kt. to K. B.,

White has the best of the game, and ought to win; but if Black plays Kt. to Kt. 4, White will play Q. to K. R. 5, and then P. to K. R. 4. If White at his third move should play Q. to K. 2, attacking K. B. P. and threatening ch. with Q. and capture of Bishop, and if Black advance Q. P. 1, it may then become the Ruy Lopez gambit by White playing as his fourth move P. to K. B. 4. If the gambit referred to be not properly met, it leads to strong positions of attack. It is better for the second player to refuse the pawn offered.

KING'S KNIGHT'S OPENING.

This is a sound opening, and has been largely treated upon by many writers. Some fine situations spring from it. At the second move White directly attacks K. P. with K. Kt. We will give the opening and a few brief remarks thereon, together with a game arising from it:

WHITE.	BLACK.
1. P. to K. 4.	1. P. to K. 4.
2. K. Kt. to B. 3.	

To make Black, in reply to this, now move P. to K. B. 3, would only show weak play, and would enable White to win in a few moves, or at any rate to obtain a Rook and a pawn in exchange for a Knight. Black's best answer is the following:

2. Q. Kt. to B. 3.

Black thus defends his pawn, and has the advantage of a counter attack. In most cases this opening becomes the Giuoco Piano. The game may be supposed to proceed as follows:

3. K. B. to Q. B. 4.	3. K. B. to Q. B. 4.
4. Castles.	4. P. to Q. 3.
5. Q. Kt. to B. 3.	5. K. Kt. to B. 3.
6. P. to Q. R. 3.	6. Q. B. to Kt. 5.
7. P. to Q. Kt. 4.	7. K. B. to Kt. 3.
8. Q. B. to Kt. 2.	8. Castles (best)*
9. P. to Q. 3.	9. Q. Kt. to Q. 5.
10. P. to K. R. 3.	10. Q. Kt. takes Kt. (ch.)
11. P. takes Kt.	11. Q. B. takes R. P.
12. K. R. to K. sq.	12. Kt. to K. R. 4.
13. P. to K. B. 4.	13. Q. to K. R. 5.
14. Q. to K. B. 3.	14. Q. B. to Kt. 5.

* It is always advisable, in the Giuoco Piano, for the defence to Castle as early as possible.

WHITE.	BLACK.
15. Q. to K. Kt. 2.	15. Kt. takes K. B. P.
16. Q. to K. R. 2.	16. K. B. takes B. P. (ch.)
17. K. to R. sq.	17. B. to K. B. 6 (checkm.)

KING'S KNIGHT'S GAMBIT.

This is a variation of the King's gambit, brought about by White at his fourth move advancing the K. R. P. before bringing out his K. B. This variation brings out some fine play, but is not so strong for the first player as the King's gambit proper. The Allgaier gambit springs from this opening.

WHITE.	BLACK.
1. P. to K. 4.	1. P. to K. 4.
2. P. to K. B. 4.	2. P. takes P.
3. K. Kt. to B. 3.	3. P. to K. Kt. 4.
4. P. to K. R. 4.	4. P. to K. Kt. 5. (best.)
5. K. Kt. to K. 5.	

By White's last move the game merges into the Allgaier. Black's best move now is—

	5. P. to K. R. 4.
6. K. B. to Q. B. 4.	6. R. to K. 2.

This move of Black's is considered better than K. Kt. to R. 3.

7. P. to Q. 4.	7. P. to Q. 3.
8. Kt. to Q. 3.	8. K. B. P. advances.

If White now plays K. Kt. P., Black has the best of the game by keeping the gambit pawn. If White attacks Queen with Bishop, Black will give check with pawn, and have the stronger game. Most authorities consider this opening weak for the first player.

THE ALLGAIER GAMBIT.

This opening, the invention of a noted German from whom it takes its name, arises out of the King's Knight's gambit, as detailed in the preceding paragraph. It is not a safe opening, although, if successful, it will prove a strong one. When properly met, the siege is soon raised, and the second player will stand in the better position. It is, however, a fine opening, and requires cautious play on both sides. It is as follows:

WHITE.	BLACK.
1. P. to K. 4.	1. P. to K. 4.
2. P. to K. B. 4.	2. P. takes P.
3. K. Kt. to B. 3.	3. P. to K. Kt. 4.
4. P. to K. R. 4.	4. P. to K. Kt. 5.
5. K. Kt. to Kt. 5.	

White's fifth move constitutes the Allgaier gambit, White intending to sacrifice the Knight if attacked by the pawns. Black may reply in several ways, but in our opinion his best move is the following:

	BLACK.
	5. P. to K. R. 3.

Black by this move wins the Knight.

WHITE.	
6. Kt. takes K. B. P.	6. K. takes Kt.
7. Q. takes P.	7. K. Kt. to B. 3.
8. Q. takes B. P.	

The last move is much better than giving check with the Bishop, which would only have the effect of involving White's game. Walker says, "No better move can be played at this crisis." It will be good practice for the student to continue the above opening, and exercise his ingenuity by finishing the game.

THE MUZIO GAMBIT.

This is another variation of the King's gambit, and is produced by White offering to sacrifice Knight in order to gain a strong attacking position. It is the invention of Signor Muzio, an Italian player of some eminence. Walker says this may be classed as the most brilliant and critical opening known, and recommends the student to play it at every opportunity; he also throws out the warning that an incorrect move may irrecoverably lose the game. The defence is most difficult to discover in actual play.

WHITE.	BLACK.
1. P. to K. 4.	1. P. to K. 4.
2. P. to K. B. 4.	2. P. takes P.
3. K. Kt. to B. 3.	3. P. to K. Kt. 4.
4. K. B. to Q. B. 4.	4. K. Kt. P. advances.
5. Castles.	

This move constitutes the gambit; for, instead of White withdrawing his Kt. or moving it to Q. 4, he allows it to remain and be taken. It now rests with Black whether he will accept the gambit. Walker says he cannot do better.

	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. 3 (best.)

This last move is Sarratt's defence, which is clearly shown to be the best.

7. K. P. advances.	7. Q. takes K. P.

This is Black's best move, for if he did not take P., White at once obtains the advantage by playing P. to Q. 2, defending K. P. If Black

play Q. to Kt. 3 (ch.), White moves K. to R. sq., and ought to win. An interesting game, as played by Mr. Blackburne and Mr. Anderssen, illustrative of this brilliant mode of attack, is given below:

WHITE. (Mr. Blackburne.)	BLACK. (Mr. Anderssen.)
1. P. to K. 4.	1. P. to K. 4.
2. P. to K. B. 4.	2. P. takes P.
3. K. Kt. to B. 3.	3. P. to K. Kt. 4.
4. B. to B. 4.	4. P. to K. Kt. 5.
5. Castles.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. 2.
7. P. to Q. 3.	7. Kt. to Q. B. 3.
8. Q. B. takes P.	8. Kt. to Q. 5.
9. Q. to B. 2.	9. Kt. to K. 3.
10. B. to K. 3.	10. B. to Kt. 2.
11. P. to Q. 4.	11. Kt. to B. 3.
12. Q. to B. 3.	12. P. to Q. 3.
13. Kt. to B. 3.	13. Castles.
14. P. to Q. 5.	14. Kt. to B. 4.
15. B. to K. Kt. 5.	15. K. Kt. to Q. 2.
16. Q. R. to K. sq.	16. Kt. to K. 4.
17. Q. to Kt. 3.	17. K. to R. sq.
18. Q. to R. 4.	18. Kt. takes B.
19. R. takes Kt.	19. Q. to Q. 2.
20. R. to R. 6.	20. Q. to Kt. 5.
21. R. takes P. (ch.)	21. K. to Kt. sq.
22. R. takes B. (ch.)	22. K. takes R.
23. Q. to R. 6 (ch.)	23. K. to Kt. sq.
24. B. to B. 6, and wins.	

THE COCHRANE GAMBIT.

This gambit, or defence to the King's gambit, as it would be more properly called, takes its name from Mr. Cochrane, its inventor. Walker says, that although not a sound opening, it is still one of great beauty, and rich in resources to both players, producing numerous situations of great interest and difficulty. In another place, Walker describes it as one of the most brilliant and interesting defences known.

WHITE.	BLACK.
1. P. to K. 4.	1. P. to K. 4.
2. P. to K. B. 4.	2. P. takes P.
3. K. Kt. to B. 3.	3. P. to K. Kt. 4.
4. K. B. to Q. B. 4.	4. P. to K. Kt. 5.
5. K. Kt. to K. 5.	5. Q. to K. R. 5 (ch.)
6. K. to B. sq.	6. P. to K. B. 6.

Black's last move constitutes the gambit, or defence. Had he, instead

moved K. Kt. to B. 3, it would have been the Salvio defence to the King's gambit; which, by the way, most players prefer. The true answer of White is:

WHITE.	BLACK.
7. P. to Q. 4.	7. P. takes P. (ch.)
8. K. takes P.	8. Q. R. 6 (ch.)
9. K. to Kt. sq.	

It is now a question whether Black should move K. to Kt. to B. 3, or K. Kt. to R. 3. Walker is in favor of the former, but the latter, I think, will tend to strengthen Black's position. Certainly, there is not much to choose between them, and Black will do well to try both. We subjoin a short game illustrative of the Cochrane gambit:

WHITE.	BLACK.
1. P. to K. 4.	1. P. to K. 4.
2. P. to K. B. 4.	2. P. takes P.
3. K. Kt. to B. 3.	3. P. to K. Kt. 4.
4. B. to B. 4.	4. P. to Kt. 5.
5. Kt. to K. 5.	5. Q. to R. 5 (ch.)
6. K. to B. sq.	6. P. to B. 6.
7. P. to K. Kt. 3.	7. Q. to R. 6 (ch.)
8. K. to B. 2.	8. K. Kt. to B. 3.
9. Q. Kt. to B. 3.	9. Q. to Kt. 7 (ch.)
10. K. to K. 3.	10. B. to R. 3 (ch.)
11. K. to Q. 4.	11. P. to Q. 3.
12. Kt. takes B. P., and Black mates in 3 moves.	

THE SALVIO GAMBIT.

This also is a defence to the King's gambit rather than a gambit. It is the invention of Dr. Salvio, a chess writer of note. It is brought about by the second player, at his sixth move, playing K. Kt. to B. 3, instead of P. to K. B. 6, as in the Cochrane gambit. It is as follows:

WHITE.	BLACK.
1. K. P. to K. 4.	1. P. to K. 4.
2. P. to K. B. 4.	2. P. takes P.
3. K. Kt. to B. 3.	3. P. to K. Kt. 4.
4. K. B. to Q. B. 4.	4. P. to K. Kt. 5.
5. K Kt. to K. 5.	5. Q. to K. R. 5 (ch.)
6. K. to B. sq.	6. K. Kt. to B. 3.

Black's sixth move constitutes the defence. He plays his Knight, leaving his pawn to be taken; but if White takes it, he weakens his own position. White's best play is:

7. Q. to K. sq.	7. Q. takes Q. (best.)
8. K. takes Q.	8. Kt. takes Q. P.
9. K. B. takes P. (ch.)	9. K. to K. 2.

White's tenth move is a matter of controversy. Philidor says it should be K. B. to Kt. 3; others are of opinion that K. B. to K. R. 5 is the best move; in which I quite concur, although Walker says it is difficult to decide.

THE SCOTCH GAMBIT; OR, QUEEN'S PAWN-TWO OPENING.

This gambit, which, besides having the two names given above, is also known as the Centre gambit, is a variation of the Giuoco Piano. It is a fine, dashing attack, and one of its advantages is, that in case it should miscarry, the disaster is comparatively slight. "It is," as Walker says, "one of the most attacking yet safe methods of commencing the game which can possibly be adopted." Again, "it is alike fertile in resource and safe in results:"

WHITE.	BLACK.
1. P. to K. 4.	1. P. to K. 4.
2. K. Kt. to B. 3.	2. Q. Kt. to B. 3.
3. P. to Q. 4.	

The third move of White gives it the name of the Queen's Pawn-Two opening. White plays the pawn for the purpose of opening the game, especially for his Bishops. Black may now take the pawn either with his P. or Kt. We will suppose him to do the former, which we consider best:

3. P. takes P.

4. K. B. to Q. B. 4.

Some players now give Black's fourth move, as B. to Q. Kt. 5 (ch.); but this is a decidedly bad move, and, with an indifferent player, would lose the game. Black's best move is that introduced by Macdonnell, and described by Walker as a sound defence. We give it below:

4. Q. to K. B. 3.

White may now castle, or play P. to Q. B. 3; either of which is better than Kt. or B. to K. Kt. 5. The following game, played by Messrs. Kipping and King, is a good illustration of the gambit:

WHITE. (Mr. Kipping.)	BLACK. (Mr. King.)
1. P. to K. 4.	1. P. to K. 4.
2. K. Kt. to B. 3.	2. Q. Kt. to B. 3.
3. P. to Q. 4.	3. P takes P.
4. Kt. takes P.	4. Kt. takes Kt.
5. Q. takes Kt.	5. P. to Q. Kt. 3.
6. Q. Kt. to B. 3.	6. P. to Q. B. 4.
7. Q. to B. 4.	7. Kt. to K. 2.
8. Q. B. to Kt. 5.	8. Q. to B. 2.
9. Castles.	9. P. to K. R. 3.

WHITE. (Mr. Kipping.)	BLACK. (Mr. King.)
10. B. takes Kt.	10. B. takes B.
11. Kt. to Q. 5.	11. Q. to K. 4.
12. P. to K. B. 4.	12. Q. to Q. Kt. sq.
13. B. to K. 2.	13. B. to Q. Kt. 2.
14. Kt. takes B.	14. K. takes Kt.
15. R. takes P. (ch.)	15. K. takes R.
16. Q. takes K. B. P. (ch.)	16. K. to B. 3.
17. P. to K. 5.	17. R to Q. sq.
18. B. to K. B. 3 (ch.)	18. K. to Kt. 4.
19. Q. to Q. Kt. 3 (ch.)	19. K. to R. 4.
20. Q. to R. 3 (ch.)	20. K. to Kt. 4.
21. P. to Q. B. 4 (ch.)	21. K. takes P.
22. Q. to Kt. 3. (ch.)	22. K. moves.
23. R. to Q. sq. mate.	

HOW TO FINISH THE GAME.

Having now considered the "Hints for Commencing the Game," and studied most of the principal openings, we must say a few words with regard to finishing the game. It is often very difficult to checkmate when you have a King, Bishop, and Knight against a King. Although possessing the requisite mating power, good players have often failed to accomplish the mate within the stipulated fifty moves. The only way in which it can be done is by driving the adverse King to a corner commanded by your Bishop. The better to convey our meaning, we give an illustration. Suppose the men to be placed thus:

White K. at K. B. 6.
" K. B. at K. B. 5.
" Kt. at K. Kt. 5.
Black K. at K. R. sq.

Then, in eighteen moves, White may effect checkmate:

WHITE.	BLACK.
1. Kt. to K. B. 7 (ch.)	1. K. to Kt. sq.
2. B. to K. 4.	2. K. to K. B. sq.
3. B. to K. R. 7.	3. K. to K. sq.
4. Kt. to K. 5.	4. K. to K. B. sq.
5. Kt. to Q. 3.	5. K. to K. sq.
6. K. to K. 6.	6. K. to Q. sq.
7. K. to Q. 6.	7. K. to K. sq.
8. B. to K. Kt. 6 (ch.)	8. K. to Q. sq.
9. Kt. to Q. B. 5.	9. K. to Q. B. sq.
10. B. to B. 7.	10. K. to Q. sq.
11. Kt. to Q. Kt. 7 (ch.)	11. K. to Q. B. sq.

WHITE.	BLACK.
12. K. to Q. B. 6.	12. K. to Q. Kt. sq.
13. K. to Q. Kt. 6.	13. K. to Q. B. sq.
14. B. to K. 6 (ch.)	14. K. to Q. Kt. sq.
15. Kt. to Q. B. 5.	15. K. to Q. R. sq.
16. B. to Q. 7.	16. K. to Q. Kt. sq.
17. Kt. to Q. R. 6 (ch.)	17. K. to Q. R. sq.
18. B. to Q. B. 6 (checkmate.)	

As will be observed from the above example, one of the important objects is never to let the King escape into the middle of the board.

We will now show that it is possible to effect mate in as few as two moves. It is easy to understand why it should be named "The Fool's Mate;" but why a checkmate which may be effected in five moves should be termed "The Scholar's Mate," is probably less capable of explanation.

FOOL'S MATE.

WHITE.	BLACK.
1. K. Kt. P. 2 sq.	1. K. P. 2.
2. K. B. P. 1 sq.	2. Queen mates.

SCHOLAR'S MATE.

WHITE.	BLACK.
1. K. P. 2.	1. K. P. 2.
2. K. B. to Q. B. 4.	2. K. B. to Q. B. 4.
3. Q. to K. R. 5.	3. Q. P. 1.
4. Q. takes K. B. P. giving Scholar's Mate.	

KING AND QUEEN AGAINST KING.

Several examples of this checkmate might be given, but the one below will probably be sufficient. The principal point upon which the learner need be warned is against allowing his adversary to effect stalemate. Suppose the pieces to be placed thus:

White King at K. sq.
" Queen at Q. B. sq.
Black King at Q. 3.

The game then proceeds as follows:

WHITE.	BLACK.
1. Q. to K. Kt. 5.	1. K. to K. 4.
2. K. to K. 2.	2. K. to Q. 3.
3. K. to K. 3.	3. K. to K. 3.
4. K. to K. 4.	4. K. to Q. 3
5. Q to K. Kt.'s 6.	5.
6. K. advances.	6.
7. Q. mates.	

KING AND QUEEN AGAINST KING AND ROOK.

Suppose the men to be placed thus:

White King at K. B. 3.
" Queen at K. sq.
Black King at K. R. 7.
" Rook at K. Kt. 7.

Supposing White to have the first move, the game may be completed in three moves:

1. Q. to K. 5 (ch.) 1. K. to R. 8.
2. Q. to Q. R. (ch.) 2. K. moves.
3. Q. to K. sq. and wins.

Without giving any more illustrations, which could not be of much service to the student, we content ourselves with a few general observations on the conclusion of a game. As we have before insisted on, much—very much—depends on the proper management of the pawns; and it should be indelibly impressed on the mind of the learner that their importance rises as the issue of the game is narrowed. Philidor is very enthusiastic about the value of pawns, but it may be questioned whether he is at all *too* enthusiastic. Yet the majority of ordinary players are careless about preserving them, and neglect to use them when they could.

In short, let every learner "play as well as he can;" and if any of our readers should in the course of time desire to go deeper into the subject than is within the scope of this little work, we heartily recommend him to study the masterly situations and standard openings which are so abundantly given by Staunton, Morphey, Philidor, Walker, &c. The numerous variations of the recognized gambits constitute a never-ending source of interest.

We conclude our treatise by giving

PHILIDOR'S OBSERVATIONS ON THE POWERS OF THE PIECES AT THE END OF THE GAME.

1. A single pawn cannot win, if the adverse King be so placed in opposition to it, as to exclude the *King supporting the pawn* from moving in its van.

2. *Two pawns against one must win*, in almost all cases: but he that has the two pawns must avoid changing one of them with the adversary's pawn, except to gain the position.

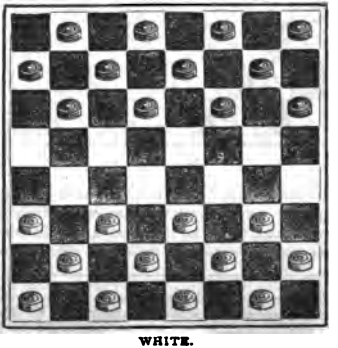
3. *A pawn and any piece whatsoever* must win in all cases—a pawn on a Rook's file co-operating with a Bishop whose diagonal is of a different color from the square at which the pawn aims to Queen, only excepted. [And this exception only operates when the adverse King is in possession of the master square.]

4. Two Knights by themselves cannot mate.
5. Two Bishops by themselves may mate.
6. A Knight and a Bishop may mate.
7. A Knight against a Rook makes a drawn game. [Provided the Knight be near his King, to cover those checks of the Rook which would else be mate.]
8. A Bishop against a Rook makes a drawn game.
9. A Rook and a Knight against a Rook make a drawn game.
10. A Rook and a Bishop against a Rook win.
11. A Rook and a Bishop against a Queen make a drawn game.
12. A Rook and a Knight against a Queen make a drawn game.
13. A Queen against a Bishop and a Knight may win.
14. A Rook against a Bishop and two pawns makes a drawn game.
15. A Rook against one Knight and two pawns makes a drawn game: because in this, as in the last case, he who has the Rook cannot be hindered from sacrificing it for the two pawns. [Supposing the two pawns to be assailable by the adverse King as well as the Rook.].
16. A Queen against one Rook and two pawns makes a drawn game.

DRAUGHTS, OR CHECKERS.

THE game of Draughts is played on a board of sixty-four squares, alternately black and white, and with two sets of twelve men each, of

BLACK.



WHITE.

adverse colors.* The diagram on page 259 represents the board and men at the commencement of the game.

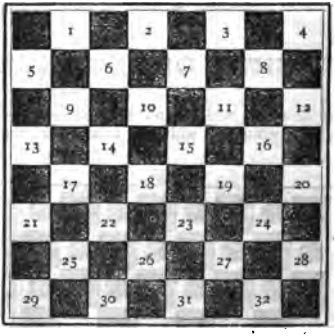
Each player in turn moves one of his men to the right or left along the diagonal on which it stands, and the men can only move forward one square at a time, until they reach the extreme line of the board, when they become Kings, and, being crowned, can then move either forward or backward to the end of the game.

The men capture in the direction they move, by leaping over any opposing piece that may be contiguous, provided there be a vacant square behind it to set the piece upon, and the men thus leaped are removed from the board.

When there are two ways of capturing, you may take your choice, whether in one way one piece only is taken, or in the other way more. When you reach the King-row, whether by a jump or otherwise, that terminates the move until your opponent shall have moved, excepting when you leap in with a piece that is already a King, when you may leap out again if a piece lies in the way of capture.

When one player is in a position to capture a piece, or pieces, be-

BLACK.



WHITE.

longing to his adversary, and he fail to do so, he is liable to be *huffed*; that is, his opponent may remove the man with which the offending party should have taken, from the board, as a penalty for not taking; for, at Draughts you have not the option of refusing to take, as at

* This article is compiled by permission from a work entitled, "DRAUGHTS, OR CHECKERS, FOR BEGINNERS." By Henry Spayth, the celebrated Draught author and player, published by Dick & Fitzgerald, New York.

Chess, but must always take when you can, whatever be the consequence. The player who is in a position to huff his adversary has also the option of insisting on his taking, instead of standing the huff.

The final object of each player is to confine his opponent's pieces in a situation where they cannot be played, or both to capture and fix, so that there may be none that can be played; and the person whose side is brought to this state loses the game.

The preceding diagram represents the board numbered, which is done for the purpose of recording and communicating the moves.

It will be observed that the board is numbered on the white squares, and that the men are also placed on the same squares. The reason for representing them on the white squares is simply because it is more convenient, as types for doing so are more easily procured. It is customary in this country to play on the black squares, which is also in accordance with the "Laws of the Game."

When the black squares are used the order is not changed, but the color of the squares is altered from white to black, and it will then be observed we have a white square at the lower corner at the right hand.

The student should have a representation of the board numbered on a small card, this being preferable to placing the numbers on the board used for playing. A little practice in this way will shortly enable the learner to dispense altogether with any such aid.

You should read over carefully the "Laws of the Game," and play at all times in accordance with them, and at once begin with a board and men described in the laws. Never touch a piece without moving it; accustom yourself to play slowly at first; remember there must be a motive for every move. The perpetually recurring question should therefore be, what will be the result of this move, that one? etc. Apply, then, that important question at every stage of the game, and answer it by calculating the result of every playable move at the stage in question. Do not permit the loss of a few games to discourage you, but rather let continued defeat act as an incentive to greater efforts of both study and practice.

Presuming that you are now sufficiently acquainted with the elements of the game, you will proceed to play a few games.

Place twelve black men on the squares from Nos. 1 to 12, and twelve white men on the Nos. from 21 to 32, and play for Black's first move 11 to 15, and White's reply 22 to 18, and by turning to page 264 you will observe you have what is called the "single corner game." Now turn to page 270 and you will find you have already made the two first moves of Game No. 1, and by playing it to the bottom ends the game.

It is best to practice the games with the winning side next you, and when playing with another, play the winning side as laid down, so long as your opponent does the same; but the moment he varies you must use your own judgment.

THE MOVE AND ITS CHANGES.

THE MOVE.

To have the move, signifies the occupying of that position on the board which, in playing piece against piece, backward or forward, without regard to the others, till only one square intervenes between the pieces, will eventually cause the player who occupies that position to have the last move.

CALCULATION OF THE MOVE.

For this purpose the squares of the board are divided into two systems, of four columns each.

The columns of one system being those numbered downward from squares 1, 2, 3, 4.

The columns of the other system being those numbered upward from squares 29, 30, 31, 32.

Rule.—Add together *all* the pieces in either system, and if their *sum* is odd, it being your play, you have the move: if *even*, your opponent has the move.

THE CHANGES OF THE MOVE.

Rule.—Add together *all* of the capturing pieces in both systems, and if they are the same as the captured pieces in each system (that is, both odd or both even), the move is not changed; but if they are reverse to each other (one odd and the other even) the move is changed.

REMARKS ON "THE MOVE AND ITS CHANGES."

To have "the move" is usually an advantage; but in some cases it is not, and to have it may sometimes occasion the loss of the game.

An exchange usually changes the move; consequently when you wish to obtain it, effect, if you can, such an exchange as will change it.

We will here remark, however, that before undertaking to master "the Move and its Changes," it will be well for the student to study thoroughly the positions and games given, after which he will be better prepared to acquire a knowledge of it.

THE LAWS OF DRAUGHTS.

1. The standard board must be of light and dark squares, not less than fourteen inches nor more than fifteen inches across the squares.

2. The standard men, technically described as white and black, must be light and dark (say white and red or white and black), turned and

round, not less than one inch nor more than one and one-eighth inch in diameter.

3. The board shall be placed so that the bottom corner square on the left hand shall be black.

4. The men shall be placed on the black squares.

5. The Black men shall be invariably placed upon the real or supposed first twelve squares of the board; the white upon the last twelve squares.

6. Each player shall play alternately with white and black men, and lots shall be cast for the color only once, viz.: at the commencement of a match, the winner to have the choice of taking black or white.

7. The first play must be *invariably* made by the person having the black men, and that alternately till the end of the match.

8. TIME.—At the end of Five Minutes (if the play has not been previously made), time must be called by the person appointed for the purpose, in a distinct manner, and if the play be not completed on the expiration of another minute, the game shall be adjudged to be lost through improper delay.

9. When there is only *one way* of taking *one or more* pieces, time shall be called at the end of ONE MINUTE, and if the play be not completed on the expiration of another minute, the game shall be adjudged to be lost through improper delay.

10. After the first move has been made, if either player arrange any piece without giving intimation to his opponent, he shall forfeit the game; but if it is his turn to play, he may avoid the penalty by playing that piece if possible.

11. After the pieces have been arranged, if the person whose turn it is to play *touch* one, he must either play *it* or forfeit the game. When the piece is *not* payable he forfeits according to the preceding law.

12. If *any part* of a playable piece is played over an angle of the square on which it is stationed, the play must be completed in *that* direction.

13. A capturing play, as well as an ordinary one, is completed whenever the hand has been withdrawn from the piece played, even although one or more pieces should have been taken.

14. The Huff or Blow is to remove from the board, before one plays his own piece, any one of the adverse pieces that might or should have taken; but the Huff or Blow never constitutes a play.

15. The player has the power either to *Huff, compel the capture, or let the piece remain on the board*, as he thinks proper.

16. When a man first reaches any of the squares on the opposite extreme line of the board, it becomes a King, and can be moved backward or forward as the limits of the board permit, though not in the same play, and must be crowned (by placing a man on the top of it) by the opponent. If he neglect to do so, and play, any such play shall be put back until the man be crowned.

17. Either player making a false or improper move, shall instantly forfeit the game to his opponent, without another move being made.

18. When taking, if either player remove one of his own pieces, *he* cannot replace it; but his *opponent* can either play or insist on his replacing it.

19. A Draw is when neither of the players can force a win: when one of the sides appears stronger than the other, the stronger party is required to complete the win, or show at least a decided advantage over his opponent within forty of his own moves, to be counted from the point at which *notice* was given; failing in which, he must relinquish the game as a draw.

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any *principal* so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Either player committing a breach of any of these laws, must submit to the penalty, and his opponent is equally bound to exact the same.

23. Any spectator giving warning, either by sign, sound or remark, on any of the games, whether played or pending, shall be expelled from the room during the match.

24. Should any dispute occur, not satisfactorily determined by the preceding laws, *a written statement of facts* must be sent to a disinterested arbiter, having a knowledge of the game, whose decision shall be final.

25. A match must consist of an even number of games, so that each player will have the first move the same number of times.

NAMES OF THE GAMES, OR OPENINGS, AND HOW FORMED.

By "Openings" we mean a few leading moves on both sides, at the beginning of a game.

In Draughts, as in Chess, the opening of a game is of the greatest importance, as the effect of a false move at the commencement will frequently be felt throughout the game; and this remark applies with greater force to Draughts, there being, at the first start, only eight vacant squares to play on, while in Chess there are thirty-two.

I.—The "Single Corner" is formed by the first two moves, thus:

BLACK.	WHITE.
11 to 15	22 to 18

II.—The "Old Fourteenth" is formed by the first five moves:

WHITE.	BLACK.
11 to 15	23 to 19
8 " 11	22 " 17
4 " 8	

III.—The "Cross" is formed by the first two moves:

11 to 15	23 to 18

IV.—The "Laird and Lady" is formed by the first five moves:

11 to 15	23 to 19
8 " 11	22 " 17
9 " 13	

V.—The "Suter" is formed by the first five moves:

11 to 15	23 to 19
9 " 14	22 " 17
6 " 9	

VI.—The "Dyke" is formed by the first three moves:

11 to 15	22 to 17
15 " 19	

VII.—The "Maid of the Mill" is formed by the first three or five moves:

11 to 15	22 to 17
15 " 18	
or,	
11 to 15	22 to 17
8 " 11	17 " 13
15 " 18	

VIII.—The "Glasgow" is formed by the first five or seven moves:

11 to 15	23 to 19
8 " 11	22 " 17
11 " 16	
or,	
11 to 15	23 to 19
8 " 11	22 " 17
9 " 14	25 " 22
11 " 16	

IX.—The "Fife" is formed by the first five moves:

11 to 15	23 to 19
9 " 14	22 " 17
8 " 9	

X.—The "Ayrshire Lassie" is formed by the first four moves:

BLACK.	WHITE.
11 to 15	24 to 20
8 " 11	28 " 24

XI.—"Will-o'-the-Wisp" is formed by the first three moves:

11 to 15	23 to 19
9 " 13	

XII—The "Second Double Corner" is formed by the first two moves:

11 to 15	24 to 19

XIII.—"Defiance" is formed by the first four moves:

11 to 15	23 to 19
9 " 14	27 " 23

XIV.—The "Bristol" is formed by the first move

11 to 16

XV.—The "Whilter" is formed by the first three or five moves:

11 to 15	23 to 19
7 " 11	
or,	
11 to 15	23 to 19
9 " 14	22 " 17
7 " 11	

XVI.—The "Double Corner" is formed by the first move:

9 to 14

XVII.—The "Irregular" is composed of a variety of openings not illustrated in the preceding.

The games formed by an odd number of moves refer to the first side, while those formed by an even number refer to the second side.

If any one says he played the Old Fourteenth, Laird and Lady, Suter, Dyke, Maid of the Mill, Glasgow, Fife, Will-o'-the-Wisp, Bristol, Whilter, or Double Corner, we understand he played the first side of those games; but if he says he played the Single Corner, Cross, Ayrshire Lassie, Second Double Corner, or Defiance, we at once understand he played the second side of those games against his opponent.

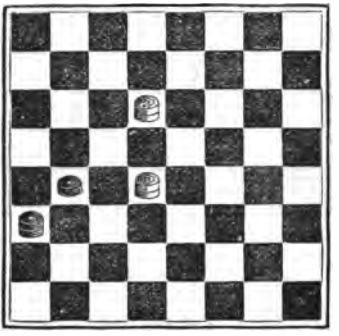
POSITIONS; OR, ENDINGS OF GAMES.

It frequently happens that a game, probably well begun and continued up to a certain point, is lost for want of the knowledge requisite to finish

it well. The following Positions, if carefully studied, will remedy this defect, as, apart from their value in illustrating actual endings of games, they will suggest to the judgment of the player the best means of adapting his play to positions, which, if not precisely the same, are similar in their bearings:

FIRST POSITION.

BLACK.



WHITE.

White to play and win.

White, to win this position, must not allow Black to make an exchange, thus:

SOLUTION.

WHITE.		BLACK.
18 to 23		21 to 25 [1]
10 " 14		17 " 21
23 " 26		25 " 29
26 " 30		29 " 25
14 " 18		25 " 29
18 " 22		White wins.
	[1]	17 to 22
10 to 14		22 " 25
23 " 26		25 " 29
26 " 30		29 " 25
14 " 18		25 " 29
18 " 22		White wins.

SECOND POSITION.

BLACK.

WHITE.

White to play and win.

THIRD POSITION.

BLACK.

WHITE.

White to play and draw.

SOLUTION OF SECOND POSITION.

White, to win this position, must prevent black man on 24 from going to 28 or 32, thus:

WHITE.	BLACK.
32 to 28 [*a*]	24 to 27
28 " 32 [*b*]	27 " 31
18 " 22	*White wins.*

[*a*] This is the only move that wins.
[*b*] No other move could win.

SOLUTION OF THIRD POSITION.

White can draw this position by continuing to occupy squares 26 and 22.

WHITE.	BLACK.
26 to 22	21 to 25
22 " 26	25 " 30
26 " 22	30 " 25
22 " 26	25 " 21
26 " 22	*Drawn.*

FOURTH POSITION.

BLACK.

WHITE.

White to play and win.

This position often occurs in actual play, and White wins by making two exchanges, thus:

SOLUTION.

WHITE.	BLACK.
14 to 9	1 to 5
22 " 17	5 " 14
17 " 10	21 " 25
10 " 15	25 " 30
15 " 19	30 " 26
27 " 32	26 " 22
19 " 24	20 " 27
32 " 23	*White wins.*

INSTRUCTIVE GAMES.

The following games, embodying the Openings and Positions just illustrated, will be found excellent practice and highly instructive:

FIRST GAME—"SINGLE CORNER."

WHITE.	BLACK.	WHITE.	BLACK.
11 to 15	22 to 18	13 to 17	18 to 9
15 " 22	25 " 18	6 " 13	21 " 14
8 " 11	29 " 25	10 " 17	26 " 22
4 " 8	25 " 22	17 " 26	31 " 22
11 " 16	24 " 20	7 " 10	30 " 25
8 " 11	27 " 24	2 " 6	25 " 21
10 " 14	24 " 19	6 " 9	22 " 18
7 " 10	28 " 24	1 " 5	18 " 15
3 " 7	32 " 28 [*a*]	11 " 27	20 " 11
9 " 13	18 " 9	10 " 24	*White wins.*
5 " 14	22 " 18 [*b*]		

[*a*] This move loses, but 30 to 25 would draw the game with correct play.

[*b*] Black may play now, or hereafter, as he pleases, but cannot draw if White plays well.

SECOND GAME—"OLD FOURTEENTH."

WHITE.	BLACK.	WHITE.	BLACK.
11 to 15	23 to 19	1 to 6	32 to 28
8 " 11	22 " 17	3 " 8	30 " 26
4 " 8	17 " 13	9 " 13	19 " 16
15 " 18	24 " 20	12 " 19	23 " 16
11 " 15	28 " 24	8 " 12 [*a*]	24 " 19
8 " 11	26 " 23	15 " 31	22 " 8
9 " 14	31 " 26	12 " 19	8 " 3
6 " 9	13 " 6	31 " 22	25 " 2
2 " 9	26 " 22		*Black wins.*

[*a*] This move loses. White could have drawn the game by playing 13 to 17 (giving away the man on 13), and then moving 8 to 12.

THIRD GAME—"SUTER."

WHITE.	BLACK.	WHITE.	BLACK.
11 to 15	23 to 19	7 to 11	23 to 19
9 " 14	22 " 17	15 " 18	22 " 15
6 " 9	17 " 13	11 " 18	19 " 15
2 " 6	25 " 22	18 " 22	25 " 18
8 " 11	29 " 25	14 " 23	31 " 26
4 " 8	24 " 20	5 " 14	26 " 19
15 " 24	28 " 19	14 " 18	15 " 11
11 " 15	27 " 24	8 " 15	10 " 19
14 " 17	21 " 14	18 " 23	24 " 19
9 " 18	26 " 23	23 " 27	19 " 15
18 " 27	32 " 23	27 " 32	15 " 11
10 " 14	19 " 10	32 " 27	11 " 7 [a]
6 " 15	13 " 9		*Drawn.*

[a] Both sides having made correct moves, the game results in a draw.

FOURTH GAME—"DOUBLE CORNER."

WHITE.	BLACK.	WHITE.	BLACK.
9 to 14	22 to 18	7 " 16	30 " 25
5 " 9	24 " 20	16 " 20	18 " 15
11 " 16	20 " 11	9 " 13 [a]	15 " 11
8 " 22	25 " 18	6 " 9	11 " 8
12 " 16	29 " 25	2 " 7	8 " 3
4 " 8	25 " 22	14 " 17	21 " 14
8 " 12	28 " 24	10 " 17	3 " 10
16 " 20	24 " 19	17 " 21	22 " 18
1 " 5	27 " 24	21 " 30	10 " 15
20 " 27	31 " 24	9 " 14	18 " 9
7 " 11	24 " 20	5 " 14	15 " 18
3 " 7	32 " 27	13 " 17	18 " 9
11 " 16	20 " 11	30 " 25	19 " 16
			Black wins.

[a] This move loses; 2 to 7 would draw.

FIFTH GAME—"FIFE."

WHITE.	BLACK.	WHITE.	BLACK.
11 to 15	23 to 19	14 to 17	21 to 14
9 " 14	22 " 17	10 " 17	26 " 22
5 " 9	26 " 23	17 " 26	31 " 22
9 " 13	30 " 26	2 " 6	18 " 14 [a]
13 " 22	25 " 9	6 " 10	14 " 9
6 " 13	29 " 25	7 " 11	27 " 24
1 " 5	25 " 22	10 " 14	9 " 6
5 " 9	24 " 20	14 " 17	22 " 18
15 " 24	28 " 19	11 " 16	20 " 11
9 " 14	22 " 18	8 " 22	*White wins.*

[a] 18 to 4 loses; 19 to 15 would draw.

SIXTH GAME—"IRREGULAR."

WHITE.	BLACK.	WHITE.	BLACK.
10 to 15	23 to 18	6 to 9	27 to 24
12 " 16	21 " 17	1 " 6	32 " 27
16 " 19	17 " 14	6 " 10	27 " 23
9 " 13	24 " 20	8 " 12	25 " 21
8 " 12	25 " 21	2 " 6	31 " 27
12 " 16	21 " 17	3 " 8	30 " 25
4 " 8	29 " 25		*Black wins.*

Note.—It is often contended, by those who have a limited knowledge of the game, that a skillful player can always win by having the first move at the commencement of the game. The above game demonstrates that the player having the first move loses if no exchange is made, and the game is allowed to be "blocked." Neither the one who moves first, nor second, has any advantage, as a game played perfect on both sides must result in a draw.

TWO NICE TRAPS.

BLACK.

WHITE.

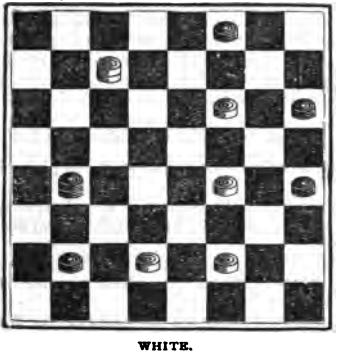
White to play and win.

SOLUTION.

WHITE.	BLACK.
27 to 24	20 to 27

WHITE.	BLACK.
26 " 22	17 " 26
19 " 16	12 " 19
15 " 22	

BLACK.



WHITE.

White to play and win.

SOLUTION.

WHITE.	BLACK.
26 to 22	17 to 26
27 " 24	20 " 27
19 " 16	12 " 19
11 " 7	3 " 10
6 " 29	

The foregoing illustrations are deemed amply sufficient to afford the beginner a thorough insight into the method of correct play, and practice enough to render him familiar with the exigencies of the game from its commencement to its close.

There is another variety of the game, which, though less used, is none the less interesting and instructive. In it the object of the game is exactly reversed, each player striving *not* to win. It is therefore called THE LOSING GAME, and is here introduced for the first time in any Hoyle.

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* For a more extended treatise on Draughts, vide Spayth's American Draught Player.—[ED

LOSING GAME.

THIS game, which is lively and amusing, may for variety's sake be occasionally played.

The player who first gets rid of all his men wins the game. Your constant object, therefore, is to force your adversary to take as many pieces as possible, and to compel him to make Kings, which is accomplished by opening your game freely, especially the back squares. Huffing, and the other rules, apply equally to this game. The following article on the Losing Game is by Thomas Dale, the English champion player:

LAWS OF THE LOSING GAME.

1. The player who gives away the whole of his pieces first, wins the game.

2. Any number of pieces that cannot be moved are considered dead, and off the board, providing the player has given away the whole of his moveable pieces.

3. When there are two ways to capture, differing in the number of pieces, it is at the option of the player whether he takes the greater or the lesser number.

In all other respects the rules are the same as at the Winning Game.

SIMPLE RULE FOR CALCULATING THE MOVE.

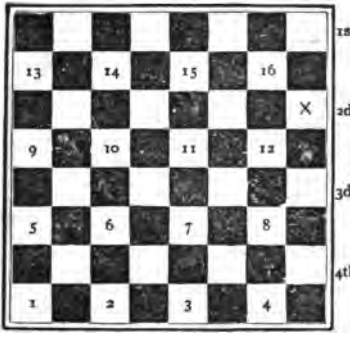
BLACK.

WHITE.

Put the white King in any of the squares that is not numbered, and Black to play. White has the move if there is either 1, 3, or 5 squares between each King—that is, odd numbers. The King that first moves wins.

A MATHEMATICAL RULE FOR PLAYING THE LOSING GAME.

WHITE.



BLACK.

Black, by this rule, has four rows or sixteen good squares to play on, and White the same, and nineteen times out of twenty you lose the game by being out of them; and when you are out you must cut or

WHITE.

BLACK.

exchange to be safe, but always avoid getting on White's 2d, and always try to get your opponent in your 5th square (see diagram), open your

game freely for the first four or five moves to single them out, then, after that, be very careful how you play, and with a little practice by this rule, you will soon be a good player.

FIRST GAME.

White and Black play alternately.

11	15	28	24	13	22	16	32
24	19	8	11	26	17	31	27
15	24	22	18	5	9	32	23
27	20	9	14	17	13	21	17
8	11	18	9	3	8	20	27
20	16	6	13	29	25	30	26
11	20	25	22	12	16	23	14
32	27	1	6	23	19	W. wins.	
4	8	22	17				

SECOND GAME.

White and Black play alternately.

11	15	10	19	24	27	32	14
24	19	18	14	31	24	26	23
15	24	9	18	28	19	20	27
27	20	22	15	9	6	21	17
8	11	6	10	16	20	14	21
20	16	15	6	6	2	30	26
11	20	2	9	20	24	21	30
32	27	13	6	2	6	23	18
4	8	20	24	24	27	W. wins.	
28	24	27	20	6	10		
8	11	8	11	19	24	2	
22	18	20	16	14	18	1	6
1 9	14	11	20	27	32	22	17
18	9	26	22	10	14	13	22
6	13	12	16	3 } 32	28	26	17
25	22	6	1	4 }		10	14
2 13	17	20	24	18	15	17	1
22	13	1	6	11	18	3	8
1	6	7	11	14	23	1	6
29	25	6	9	24	20	2	9
5	9	24	28	25	21	29	25
25	22	9	14	W. wins.		7	10
3	8	28	32			25	22
30	25	21	17	1		12	16
11	15	32	28	11	16	23	19
23	18	17	13	23	19	16	32
15	19	19	24	16	32	31	27
24	15	13	9	31	27	32	23

SECOND GAME.—*Continued.*

White and Black play alternately.

21	17	18	15	22	18	24	28
20	27	32	27	19	24	19	24
30	26	25	21	14	10	27	20
W. wins.		27	32	27	32	14	18
		14	18	9	14	20	24
	3	32	27	32	27	18	23
24	27	18	14	14	17	5 24	20
18	15	27	32	27	32	15	11
11	18	21	17	17	22	28	32
14	23	32	27	32	27	23	19
27	18	17	13	10	14	32	28
22	15	27	32	24	20	19	16
32	27	14	18	14	10	28	32
25	22	32	27	20	24	11	8
27	24	18	14	22	17	W. wins.	
22	17	27	32	27	32		
24	27	13	9	18	15	5	
17	14	16	19	32	27	28	32
27	23	9	6	17	14	23	18
14	10	24	28	24	28	32	28
23	26	15	24	10	7	18	14
10	7	28	19	28	24	28	32
26	23	6	2	7	11	14	10
7	3	32	28	24	28	32	28
W. wins.		2	6	11	16	10	7
		28	24	28	24	24	20
	4	6	9	16	19	Draw.	
11	16	24	27				

THIRD GAME.

White and Black play alternately.

11	15	10	15	25	22	23	18
24	19	1 } 28	24	3	7	12	16
15	24	2 }		10	3	27	23
27	20	6	10	13	17	20	27
8	11	9 21	17	22	6	18	15
20	16	12 9	13	1	10	11	18
11	20	17	14	3	7	23	14
32	27	10	17	2	11	27	32
20	24	23	19	29	25	13	9
27	20	5	9	10	14	32	27
7	11	19	10	25	22	30	25
20	16	4	8	14	17	8	11
11	20	26	23	22	13	25	22
31	27	17	26	26	31	27	23

THIRD GAME.—*Continued.*

White and Black play alternately.

	9	6		15	11		12	3
	16	20		2	7		5	9
	22	18		11	2	B. wins.		
	31	26		6	1			
	6	2		2	7		2	
	20	24		1	6		21	17
	2	6		7	11	3	6	10
	23	19		9	5		17	14
	6	10		20	16	4	10	17
	19	23		5	1		22	6
	10	6		11	15		1	10
	11	15		6	9		23	19
	18	11		12	8		15	31
	26	22		1	5		25	21
	11	7		8	11	W. wins.		
	24	27		5	1			
	7	2		11	7		3	
	23	19		1	5		15	19
	2	7		7	10		23	16
	27	31		9	13		12	19
	7	2	W. wins.				17	14
	31	26					9	18
	2	7		1			22	15
	26	23		22	17		6	10
	7	3		15	18		15	6
	19	16		23	14		1	10
	6	10		9	18		25	22
	23	19		25	22		5	9
	10	6		18	25	5	27	23
	22	26		29	22		20	24
	6	10		20	24		23	16
	26	23		28	19		9	13
	10	6		12	16		28	19
	23	27		19	12		13	17
	6	1		4	8		22	13
	27	24		26	23		10	15
	1	6		6	10		19	10
	24	20		27	24		3	7
	3	7		10	14		10	3
	16	12		17	10		4	8
	14	9		1	6		3	12
	19	15		10	1		2	7
	7	2		3	7	B. wins.		

		4					
	9	18					
	23	7					
	3	10					
	28	24					
	1	6					
	26	23					
	15	19					
	22	26					
	12	28					
	25	21					
	5	9					
	29	25					
	4	8					
	30	26					
	20	24					
	27	20					
	28	32					
	20	16					
	32	27					
	22	18					
	8	11					
	16	7					
	2	11					
	25	22					
	27	24					
	26	23					
	10	15					
	21	17					
6	9	14					
	17	1					
	24	27					
	22	17					
	15	22					
	17	14					
	27	9					
	1	6					
W. wins.							
		5					
	29	25					
	4	8					
	26	23					

THIRD GAME.—*Continued.*

White and Black play alternately.

19	26	3	7		7	15	19
30	23	23	27	10	6	24	15
20	24	10	14	7	2	10	19
28	19	27	24	6	1	23	16
9	14	7	10	9	14	12	19
19	16	24	27	17	10	26	23
8	12	14	17	2	6	19	26
23	19	27	23	8 3	7	30	23
14	17	17	21	6	11	4	8
22	13	23	27	Draw.		23	18
2	7	21	25			8	11
13	9	27	23	8		11 25	22
10	14	11	7	1	5	11	15
25	22	23	27	6	15	18	11
7	10	25	22	5	9	2	7
9	6	27	24	15	19	11	2
14	17	7	11	3	7	3	7
22	13	24	27	19	23	2	11
3	7	10	14	7	10	20	24
27	23	27	24	W. win		27	20
10	14	Draw.				6	10
23	18			9		13	6
14	23	6		22	17	10	15
6	2	11	16	1	6	11	18
7	10	18	11	10 17	14	5	9
2	7	24	20	10	17	18	23
10	15	11	8	21	14	9	13
19	10	6	10	9	18	W. wins.	
12	19	8	3	23	14		
7	11	10	14	15	19	11	
23	27	17	10	24	15	21	17
10	7	16	19	20	24	20	24
23	32	23	16	27	20	27	20
7	3	20	11	12	16	11	15
32	27	22	17	20	11	18	11
13	9	11	7	4	8	9	14
27	23	7 17	13	11	4	17	1
9	6	7	14	3	8	2	6
23	27	13	6	4	11	1	10
6	2	14	10	2	7.	3	8
27	23	3	8	11	9	1	4
2	6	10	1	B. wins		5	9
23	27	B. wins				13	6
6	10			10		B. wins.	
27	23			17	13		

THIRD GAME.—*Continued.*

White and Black play alternately.

	12		25	22	15	18	16	7
	1	6	9	14	23	14	22	18
13	17	13	18	9	9	18	2	6
	15	19	5	14	26	22	17	14
	24	15	19	11	18	23	6	9
	10	19	14	17	27	18	14	5
	23	16	22	13	20	27	7	10
	12	19	32	27	13	9	5	1
	27	23	23	18	5	23	12	16
	20	24	27	31	22	18	1	5
	23	16	30	25	23	26	16	20
	24	28	31	26	30	23	5	9
	25	21	25	21	27	32	10	14
	28	32	4	8	18	14	18	15
	22	18	11	4	6	10	14	5
	32	28	10	14	14	7	15	11
	26	23	18	9	3	10	4	8
	28	32	26	22	25	22	11	4
	29	25	21	17	32	27	5	9
	32	28	22	18	23	18	4	8
	21	17	17	14	27	24	9	14
	28	32	18	15	29	25	18	11
	17	14	B. wins.		24	20	20	24
	6	10			25	21	11	16
	14	7		13	20	16	24	27
	3	10	17	14	21	17	16	19
	13	6	10	17	10	15	27	31
	2	9	22	13	18	11	B. wins.	

FOURTH GAME.

White and Black play alternately.

11	15	5	9	22	31	22	13
22	18	26	22	24	20	29	25
15	22	8	11	31	24	10	14
25	18	15	8	32	27	25	22
9	13	4	11	24	31	14	17
18	15	28	24	20	16	22	18
10	19	6	10	11	20	9	14
23	16	22	17	30	26	18	9
12	19	13	22	31	22	W. wins.	
24	15	31	26	21	17		

FIFTH GAME.

White and Black play alternately.

11	15	6	9	18	27	14	30
22	18	17	13	32	23	20	16
15	22	9	18	10	14	12	19
26	17	13	9	30	26	28	24
9	14	5	14	21	30	19	28
24	20	21	17	29	25	31	26
14	18	14	21	30	21	30	23
23	14	27	23	23	18	W. wins.	

SIXTH GAME.

White and Black play alternately.

11	15	7	10	10	14	31	26
22	18	27	24	17	10	9	14
15	22	10	19	7	14	26	23
25	18	24	15	22	17	4	8
9	13	2	7	14	21	16	11
18	15	32	27	29	25	8	15
10	19	8	12	12	16	30	26
23	16	28	24	27	23	21	30
12	19	6	10	16	19	23	19
24	15	15	6	23	16	30	16
5	9	1	10	13	17	W. wins.	
26	22	21	17				

SEVENTH GAME.

White and Black play alternately.

9	13	9	14	10	15	10	3
24	20	24	19	17	10	1	6
12	16	11	15	2	7	9	2
21	17	20	11	11	2	12	16
8	12	15	24	4	8	3	10
25	21	27	20	2	9	13	17
5	9	7	16	3	7	B. wins.	
28	24	20	11				

EIGHTH GAME.

White and Black play alternately.

9	13	9	14	22	29	15	24
24	20	22	18	30	25	32	27
12	16	13	22	29	22	24	31
21	17	18	9	31	26	21	17
8	12	6	13	22	31	10	15
25	21	26	17	24	19	17	14
5	9	13	22	31	15	W. wins.	
28	24	29	25	23	19		

TWELVE INTERESTING POSITIONS.

FIRST POSITION.

Black to play and win.

Place the men as follows: White King on 26. The twelve black men on Nos. 1 to 12.

SECOND POSITION.

Black to play and win.

Place the men as follows: White man on 28. Twelve black men from 1 to 12.

THIRD POSITION.

Black to play and win.

Place the men as follows: White man on 29 Black, 1 to 12.

FOURTH POSITION.

Black to play and win.

Place the men as follows: White man on 32. Black men on 1 to 12.

FIFTH POSITION.

Black to play and win.

Place the men as follows: White men on 13, 19, 21, 23, 27, 28, 29, 30, 31. Black men on 2, 3, 4, 6, 8, 9, 10, 12, 16.

SIXTH POSITION.

Black to play and win.

Place the men as follows: White King on 10, and men on 24, 25, 26, 27, 29, 30, 31. Black men on 2, 3, 4, 16, 20.

SEVENTH POSITION.

White to play and Black win.

Place the men as follows: White King on 3, and man on 5. Black King on 6, and men on 11 and 20.

EIGHTH POSITION.

Black to play and win.

Place the men as follows: White King on 4, and men on 12, 21, 24. Black men on 3, 5, 7, 15.

NINTH POSITION.

Black to play and win.

Place the men as follows: White men on 11, 25, 27, 31. Black men, on 1, 3, 6, 18.

TENTH POSITION.

Black to play and win.

Place the men as follows: White men on 17, 18, 22, 24, 25, 26, 27, 30, 31, 32.

ELEVENTH POSITION.

Black to play and draw.

Place the men as follows: White King on 18. Black Kings on 2 and 3.

TWELFTH POSITION.

Black to play and win.

Place the men as follows: White men on 10, 18. Black Kings on 2 and 26.

SOLUTIONS TO THE FOREGOING TWELVE POSITIONS.

FIRST POSITION.

White and Black play alternately.

10	14	6	10	10	14	12	16
26	23	13	17	18	9	18	15
14	17	10	15	1	6	16	20
23	26	17	22	9	14	15	18
17	22	15	19	6	9	20	24
26	17	22	26	14	5	18	23
9	13	19	23	8	11	24	28
17	22	26	19	*5	9	23	18
13	17	12	16	2	6	28	32
22	13	19	12	9	2	18	23
5	9	11	15	3	8	32	28
13	17	12	16	2	7	23	18
9	13	15	19	11	15	28	24
17	22	16	23	7	11	18	23
13	17	7	10	8	12	24	20
22	13	23	18	11	18	23	18

* There was £100 won on this position.

FIRST POSITION.—*Continued.*

White and Black play alternately.

20	16	18	15	16	11	15	18
18	15	16	20	23	27	20	24
16	12	15	18	28	32	18	15
15	18	20	24	27	23	24	27
12	8	18	23	32	28	15	18
18	15	24	28	23	26	27	23
8	3	23	18	28	24	18	27
15	18	3	8	B. wins.		28	32
4	8	18	15			27	24
18	15	8	12		1	32	27
8	12	15	18	18	15	B. wins.	
15	18	12	16	16	20		
12	16	1 18	23				

SECOND POSITION.

White and Black play alternately.

12	16	3	8	5	9	13	9
28	24	12	3	13	17	2	6
16	20	10	14	9	13	9	2
24	19	3	17	17	22	1	5
11	15	9	13	13	17	2	6
19	16	17	22	22	13	10	14
8	11	13	17	6	10	B. wins.	
16	12	22	13				

THIRD POSITION.

White and Black play alternately.

11	16	17	13	19	24	27	20
29	25	6	9	20	27	5	9
7	11	13	6	12	16	20	16
25	22	11	15	27	24	8	11
2	7	6	2	16	20	16	7
22	17	15	19	24	27	14	17
9	14	2	20	20	24	B. wins.	

FOURTH POSITION.

White and Black play alternately.

11	15	20	16	3	17	14	5
32	27	8	11	9	13	6	10
12	16	16	12	17	21	5	9
27	24	3	8	13	17	10	14
16	19	12	3	21	14	9	27
24	20	19	23	5	9	B. wins.	
10	14						

FIFTH POSITION.

White and Black play alternately.

10	15	8	11	16	19	27	23
19	1	13	6	23	7	12	16
2	6	3	7	4	8	B. wins.	
1	10	10	3				

SIXTH POSITION.

White and Black play alternately.

16	19	27	20	2	7	4	8
24	15	3	7	3	10	B. wins.	
20	24	10	3				

SEVENTH POSITION.

White and Black play alternately.

1	3	8	23	18	12	16	32	28
	6	1	Draw.		14	10	15	13
	8	15			16	20	28	24
	20	24	2		10	14	18	23
	15	19	6	1	20	24	24	20
	24	28	28	32	14	10	23	18
	19	24	B. wins.		24	27	1	6
	1	6			11	10	7	18	14
	24	27	3			27	23	6	2
	6	10	6	1		7	10	14	18
2	27	32	7	16		23	26	Draw.	
	10	14	4	20	24		10	7		
	6	1		16	19		26	22	5	
	14	10	5	24	28		7	10	24	27
	1	6		19	15		22	26	19	23
	10	14		28	32	Draw.		W. wins.		
	Draw.			15	10					
				32	28		4		6	
	1		6	10	7		1	6	10	15
	3	7		28	24	7	5	1	1	6
3	20	24		7	10		6	10	15	19
	7	16		24	20	8	1	5	6	10
	24	27		10	14		20	24	19	23
	5	1	10	20	16		16	11	28	24
	6	10		14	10		24	28	23	18
	16	19		16	12		5	1	24	20
	27	32		10	14		28	32	5	1
	1	6		12	8		1	6	10	15
	10	1		14	10		10	1	B. wins.	
	19	23		8	12		11	15		
	32	28		10	14					

SEVENTH POSITION.—*Continued.*

White and Black play alternately.

7		8		15	10	11	
16	19	16	11	24	28	10	14
6	10	20	24	10	14	1	6
19	23	1	6	5	1	14	18
20	24	10	1	14	18	27	24
23	18	11	15	28	32	18	15
24	27	9 24	28	18	23	24	20
5	1	15	18	32	28	15	11
27	32	28	32	23	18	6	10
1	6	18	23	Draw.		11	8
10	1	32	28			20	16
18	23	23	18	10		B. wins.	
32	28	Draw.		1	6		
23	18			5	1		
Draw.		9		6	2		
		1	5	W. wins.			

EIGHTH POSITION.

15	19	7	11	5	9	9	14
24	15	15	8	21	17	B. wins.	

NINTH POSITION.

18	23	3	7	1	5	5	23
27	18	11	2	2	9	B. wins.	

TENTH POSITION.

10	14	7	10	12	16	3	7
17	1	15	6	20	11	2	11
16	19	20	24	2	7	9	14
24	15	27	20	11	2	B. wins.	

ELEVENTH POSITION.*

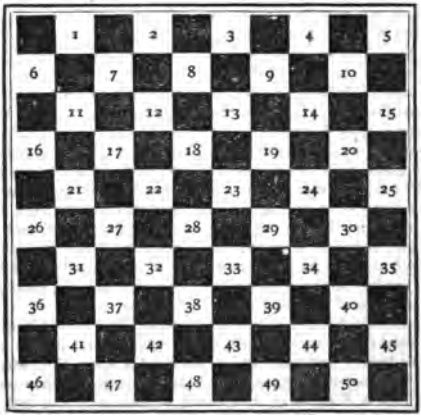
2	6	15	18	18	23	23	18
18	14	12	16	24	28	28	24
6	1	18	15	23	18	18	23
14	18	16	20	28	32	24	20
3	8	15	18	18	23	23	18
18	15	20	24	32	28	Draw.	
8	12						

* The Eleventh position should be well understood.

TWELFTH POSITION.

26	22	2	6	14	10	8	3
18	15	10	1	1	5	7	11
22	18	18	14	10	7	B. wins.	
15	11	11	8				

POLISH DRAUGHTS.



THIS variety is played with a table divided into one hundred squares, fifty of each color, and with forty counters (called indifferently either pieces, pawns, or men), twenty black and twenty white, each player having the twenty of one color. (In Germany, however, Polish Draughts is now frequently played on the ordinary board, with the usual complement of twenty-four pieces.) The counters are moved forward, as in the English game, and upon the same system, namely, obliquely, from square to square; but in taking, they move in the Polish game either backwards or forwards. The King,* too, has the privilege of passing

* In the Polish game, almost the only one played on the continent of Europe, the crowned piece is called a Queen, instead of King. Indeed, the common name for Draughts is Damen (women); it follows, therefore, naturally, that the principal piece should be a Queen.

over several squares, and even the whole length of the diagonal, when the passage is free, at one move, which vastly adds to the amount of combinations.

It is usual both in France and England to arrange the counters on the white squares; but they may by consent be placed on the black. The color adopted is a matter of indifference, excepting that the black pieces are not seen quite so well on their own color as the white on theirs.

The table is so placed, that each of the players has a double corner of the color played on, to his right, viz., the squares numbered 45 and 50. The board, in the first placing the pieces, is divided into two portions; that occupied by the black counters, comprising the twenty squares, from 1 to 20, and that occupied by the white, comprising those numbered from 31 to 50, leaving between them two rows of squares unoccupied, upon which the first moves take place.

The laws which regulate the English game are with a few additions equally applicable to the Polish. We have therefore merely to give the directions for playing, and the two or three additional rules which belong peculiarly to this variety.

The march of the pawn, as already observed, is the same as in the English game, with this addition, that where there are pieces *en prise* (but not else) the taking pawn may move backwards. Thus, White having a pawn at 25, and Black unsupported pawns at 20, 9, 8, 17, 27, 38 and 39, White having the move would take them all and finish at square 34. It will be observed that in this *coup* White passes a crowning square at 3, but he does not therefore become entitled to be made a King, nor has he the option of stopping *en route*, but must go on to the termination of his move at 34 or be huffed.

The piece which captures, whether pawn or King, cannot in the course of one *coup* repass any covered square which it has leaped over, but must halt behind that piece which, but for this restriction, would be *en prise*. For example, suppose *White* to have a pawn upon 22, 32, 33, and 37, with a King at 43, and *Black* a pawn at 3, 4, 9, and 19, with Kings at 10 and 13. The black King at 13 takes the four pawns, 22, 37, 43, and 33, and must stop at 28, which he would have to touch in preparing to take 32, but is prohibited from going to square 37 in consequence of having passed over it before. A square which is vacant may be passed or repassed several times in the course of one *coup*, provided no piece is passed over a second time. It is the intricacy of such moves which renders the rule imperative that the pieces taken be not removed till the capturing pawn is at its destination or "en repos." The White pawn at 32, then takes the Black pawn jeopardized at 23, as well as the pieces at 19 and 10, making a King.

As regards huffing at this game, the player is bound to take the greatest number of pieces where he has the choice, notwithstanding the smaller number may be most to his advantage, and failing to do so he may be huffed or compelled to take at the option of his adversary. Thus if on the one hand there are three pawns *en prise*, and on the

other two Kings, you are compelled to take the pawns, but were there only two pawns instead of three, you must take the Kings, as being of greatest value. When pieces, at the option of taking, are numerically and intrinsically the same, you may take which you please. The rule resolves itself into this, that you are controlled, by numerical value, excepting when the numbers are equal, and then by the actual value of the pieces.

Kings are made in the same manner as in the English game. It has already been said that you cannot claim to have your pawn crowned if it touches a King's square merely in its passage over it *en coup*. Good players, when they cannot prevent the adversary from reaching a King's square, commonly endeavor to lead him out again by placing a man or two in take, so as to disentitle him from being crowned. Indeed, it is sometimes good play to sacrifice three men, either for the object of gaining or capturing a King, especially towards the end of the game, when he is of the greatest importance, much greater in proportion than at the English game.

The movement of the King is the great feature in this game, and in *coup* he may accomplish more angles on the draught-board than a billiard-ball can be made to perform, even in the hands of a Phelan. He has the privilege of traversing the board from one extremity to the other (if the line be unoccupied) or of halting on any of the intermediate squares, like the Bishop at Chess. Thus, if he stands at 28, he may move anywhere on the line between 5 and 46, or between 6 and 50, but he can only move on one line at a time, unless there are pieces *en prise*, and then he may move diagonally all over the board, in which respect he has an advantage over the Bishop at Chess. For example, place isolated black pawns or Kings at 37, 17, 20, 30, 40, and a white King at 48. He will take all the pieces, by touching at the following squares, viz., 26, 3, 25, 34, and 45, where he rests, which squares, it will be perceived, though not close to the pieces, are within the angles. Indeed, it is possible so to place the pieces that a single King might capture a dozen in rotation. The following example is a case in which 19 may be taken at one *coup*. Place a white King at 45, and he may take all the intervening pieces, by touching at the following squares, viz., 29, 18, 4, 15, 29, 38, 27, 18, 7, 16, 27, 36, 47, 28, 49, 35, 24, 13, and 2 where he rests. The player who may wish to try this experiment, will have to place the pieces on squares 8 9, 10, 11, 12, 19, 20, 22, 23, 30, 31, 32, 33, 34, 41, 42, 43, 44.

Between equal and skillful players the game would of necessity be "drawn" in many positions, when the uninitiated would lose; it is difficult, therefore, to define what are drawn games, but one or two of the simplest may be instanced. Suppose that at the end of the game one party, say White, has a King on the great central line, between Nos. 5 and 46, and Black has two or even three Kings, the game is drawn, as White cannot be driven from his hold, or captured, if he play correctly, and takes care to keep on the other side of a trap; thus, if he finds White preparing to get his pieces at 37, 38 and 49, he must be

between 5 and 28, and *vice versa*, that is, always on the adversary's unfortified or weak side. But when the single King does not occupy the central line, there are many ways of winning, especially against an inferior player; but as these cannot be forced, the game must be considered drawn after 15 moves, and this rule holds good, although the stronger party may have given odds. Should the odds, however, consist in ceding the draw as a game won, then twenty moves may be claimed by the party giving such odds.

When, at the conclusion of a game, a player, who has only one King, offers to his adversary, who has a King and two men, or two Kings and a man, to crown his two men, or the man, for purpose of counting the limited moves, the latter is obliged to accept the offer, otherwise the former can leave the game as a draw.

When one party at the end of a game has a King and a man against three Kings, the best way is to sacrifice the man as soon as possible, because the game is more easily defended with the King alone.

In Polish Draughts, especially, it is by exchanges that good players parry strokes and prepare them; if the game is embarrassed, they open it by giving man for man, or two for two; if a dangerous stroke is in preparation they avoid it by exchanging man for man; if it is requisite to strengthen the weak side of your game, it may be managed by exchanging; if you wish to acquire the move, or an advantageous position, a well-managed exchange will produce it; finally, it is by exchanges that one man frequently keeps many confined, and that the game is eventually won.

When two men of one color are so placed that there is an empty square behind each and a vacant square between them, where his adversary can place himself, it is called a *lunette*, and this is much more likely to occur in the Polish than the English game. In this position one of the men must necessarily be taken, because they cannot both be played, nor escape at the same time. The lunette frequently offers several men to be taken on both sides. As it is most frequently a snare laid by a skillful player, it must be regarded with suspicion; for it is not to be supposed that the adversary, if he be a practised player, would expose himself to lose one or more men for nothing. Therefore, before entering the lunette, look at your adversary's position, and then calculate what you yourself would do in a similar game.

Towards the end of the game, when there are but few pawns left on the board, concentrate them as soon as possible. At that period of the game the slightest error is fatal.

The King is so powerful a piece that one, two, or three pawns may be advantageously sacrificed to obtain him; but, in doing so, it is necessary to note the future prospects of his reign. Be certain that he will be in safety and occupy a position that may enable him to retake an equivalent for the pawns sacrificed, without danger to himself. An expert player will endeavor to snare the King as soon as he is made, by placing a pawn in his way, so as to cause his being retaken.

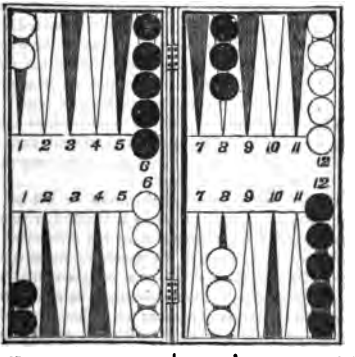
The above article we quote from Bohn's Hand-book of Games.

BACKGAMMON.

IT is a difficult matter to describe the manner of playing this game, and few authors have attempted it. Hoyle and others who have written on the subject (we quote from the gentleman who writes under the *nom de plume* of Captain Crawley), have generally shirked it, and instead of describing the mode of playing the game, have gone off at once into technicalities, and bothered their readers with "blots," "bars," "points," "odds," and "chances." We must be a little more particular. Now, first of all, it is just possible that some of our readers have never seen a Backgammon Board. Therefore, as the first step in acquiring a language is to learn its alphabet, we here—in order to render the game easy (to the very meanest capacities)—begin by placing before the eyes of our readers a picture of the BACKGAMMON BOARD, with the men set out in order for commencing a game.

BLACK.

BLACK'S HOME, OR INNER TABLE. | BLACK'S OUTER TABLE.



WHITE'S HOME, OR INNER TABLE. | WHITE'S OUTER TABLE.

WHITE.

It will be seen, at a glance, that each player has fifteen men, placed as in the illustration. The table is divided into two parts; and a little attention will show that the men belonging to each adversary are arranged upon the battle-field in precisely similar order—an advantage not always obtained upon actual battle-fields, where men are the "pieces" to be knocked over and taken prisoners.

The board consists of twenty-four *points*, colored alternately of differ-

ent colors, usually blue and red; and that division in which are placed five black men and two white, is called the *table* or *home* of the black, and *vice versa*. Beginning from the ace, the points are numbered consecutively to twelve. French terms are usually employed for the points: thus *ace*, *deux*, *trois*, *quatre*, *cinq*, *six*, stand for one, two, three, four, five, six. On the other side of the division that separates the table into two halves, the first point is called the *bar-point*. Supposing, therefore, the black to be placed into the right-hand table (as in the illustration), *two* men are placed upon the ace-point in your adversary's table: *five* upon the sixth point in his outer table; *three* upon the fifth point in your own outer table; and *five* upon the sixth point in your own inner table. It must be understood that the points are named alike—*ace*, *deux*, etc.—in each table, and that the right-hand division is the black's *inner table*, and the left-hand his *outer table*. The white's left-hand table is his inner, and the right-hand his outer table.

The great object of the game is to bring your men round into your own inner table; and this is accomplished by throws of the dice. Each player is provided with a box and two dice, and the game is regulated by the number of pips that are face upwards when the dice are thrown. In other words, the game is determined by the chances of the dice, two of which are thrown by each player alternately. According to the numbers thereon are the points to which the men are moved in "measured motion" always towards the ace corner. Thus, if the numbers thrown be a *cinque* and a *quatre*, one man is moved five points, reckoning from his place on the board, and another four points; or one man may, at the option of the player, be moved five points *and* four. Such man or men can only be placed on points not in possession of your adversary. Two or more men on any point have undisturbed possession of that particular point. But though you may not place your men on any of these points, you may pass over them.

If during these forward marches one man be left on a point, it is called a *blot*. If your antagonist throw a number or two which count (either or both) from a point occupied by his own men to the place where the unhappy *blot* is alone in his insecurity, the single man may be taken, and the *blot* is said to be *hit*—that is, taken prisoner, torn from his position, and placed on the bar to wait till he can be *entered* again.

To *enter* means to throw a number on either of the dice, and the point so numbered must be vacant or blotted on the enemy's *table*. The captured man may be *entered* or placed there. Two or more men on a point are unassailable; it is your single men only that can be impressed. If your adversary have three or four points in his table secured by two or more men, it is evident that there may be delay and difficulty in entering any hitted man. Delays in Backgammon, as in morals, are always dangerous. Therefore the dice must be thrown again and again till a vacant point be gained and the man be entered, and your game goes on as before. Meanwhile, however, your adversary goes on with *his* game; but until an entrance has been effected, no man on the captive's side can be moved. They are all stationary, like

the people in the petrified city. If every point be filled, however, the prisoner must wait till a line in the hostile table becomes vacant or blotted.

When two numbers are thrown, and one enables a man to enter, the second number must be played elsewhere; but if there be more than one man to enter, and only one number giving the privilege of entry appears on the dice, the game must remain *statu quo* till a proper number be thrown.

When *doublets* (that is, two dice with the same number upwards) are thrown, the player has four moves instead of two: for example, if a deuce doublet (two two's) be thrown, one man may be moved eight points, four men each two points, two men each four points, or in any other way, so that the quadruple be completed. The same also of all numbers known as doublets.

Whatever numbers be thrown on the dice *must* be played. There is no option in the case. If, however, every point to which a man could be moved be occupied by the adverse columns, the situation of the men remains unchanged, and your opponent proceeds with his game. If one man only can be played, *he must be played.* The other die has been cast in vain. *Par exemple*, a six and an ace are thrown. Every sixth point in your position is manned and impregnable; but the ace-point is vacant; therefore the ace (which is a second-cousin sort of point, being *once removed*) only can be played.

Your men move always in one direction; from the adverse inner table over the bar, through your adversary's outer table round into your own outer table, and then over the bar home.

We now come to the second stage. Suppose the player has brought all his men "home;" that is, ensconced in their proper table; it is then the business of each player to *bear his men;* that is, to take them off the board. For every number thrown, a man is removed from the corresponding point, until the whole are borne off. In doing this, should the adversary be waiting to "enter" any of his men which have been "hit," care should be taken to leave no "blots" or uncovered points. In "bearing off," doublets have the same power as in the moves, four men are removed; if higher numbers are on the dice than on the points, men may be taken from the next lower point—thus, if double sixes are thrown, and the point has been already stripped, four men may be removed from the next lower occupied point. If a lower number is thrown, and the corresponding point hold no men, they must be played up from a higher point. Thus, if double aces be thrown, and there are no men upon the ace-point, two or more men must be played up from the higher points, or a fewer number played up and taken off.

If one player has not borne off his first man before the other has borne off his last, he loses a "gammon," which is equivalent to two games or "hits." If each player has borne off, it is reduced to a "hit," or game of one. If the winner has borne off all his men before the loser has carried his men out of his adversary's table, it is a "back-gammon," and usually held equivalent to three hits or games.

But there are restrictions and privileges in taking off. As before observed, doublets have the same power as in the moves; four men are placed on the retired list. If higher numbers are on the dice than on the points, men may be taken off from the next lower point. Thus, a six and a cinque are thrown—if those points are unoccupied, men may be taken off from the nearest number. If a lower number be thrown, and the corresponding point holds no men, they must be played up from a higher point; and so on (as already said above) with all the other numbers.

In order to acquire a good knowledge of Backgammon, it will be necessary for the learner to study these instructions with the board before him. But, perhaps, the best plan will be, in order to conquer the principles of the game, to play one.

In commencing the game, each player throws one of the dice to determine the priority of move. The winner may then, if he chooses, adopt and play the number of the probationary throw; if a tolerably good point be thrown, it should certainly be chosen; but if not, then it will be rejected. The two dice are then thrown out of the box and the play begins. (See page 297.)

TECHNICAL TERMS USED IN BACKGAMMON

The terms used for the numbers on the dice are: 1, *Ace;* 2, *Deuce;* 3, *Trois,* or *Tray;* 4, *Quatre;* 5, *Cinque;* 6, *Six.*

Doublets.—Two dices with the faces bearing the same number of pips, as two Aces, two Sixes, etc

Bearing your Men.—Removing them from the table.

Hit.—To remove all your men before your adversary has done so.

Blot.—A single man upon a point.

Home.—Your inner table.

Gammon.—When the winner has borne off all his men before his adversary has removed any from the table, and is equal to two games.

Backgammon.—When the winner has borne off all his men before the loser has carried his men out of his adversary's inner table. Equal to three games.

Men.—The draughts used in the game.

Making Points.—Winning hits.

Getting Home.—Bringing your men from your opponent's tables into your own.

To Enter.—Is to place your man again on the board after he has been excluded by reason of a point being already full.

Bar.—The division between the boxes.

Bar-point.—That next the bar.

THE LAWS OF BACKGAMMON.

1. If you take a man or men from any point, that man or men must be played.

2. You are not understood to have played any man till it is placed upon a point and quitted.

3. If you play with fourteen men only, there is no penalty attending it, because, with a lesser number, you play at a disadvantage, by not having the additional man to make up your tables.

4. If, while you are bearing your men, one of your men should be hit, such man must be entered in your adversary's table and brought home, before you can bear any more men.

5. If you have mistaken your throw, and played it, and your adversary has thrown, it is not in your power or his choice to alter it, unless both parties agree.

6. If a player bear off a man or men, before he has brought all his own men home, the men thus borne off must be placed upon the bar, as men captured to be re-entered in the adversary's table.

RULES FOR PLAYING THE GAME.

It is very difficult, says Captain Crawley, from whose excellent work on Backgammon we quote, to lay down rules to provide for circumstances contingent upon chance, but it is essential to point out how, *at the commencement of the game*, the throws may be rendered most available.

The best throw is double aces, which should be played two on the bar and two on the cinque point; the antagonist then cannot escape with either a quatre, cinque or six throw; and if fortune enable you to fill up your quatre point also, he may find it as hard to get out as did Sterne's starling. (*See* Example Game, page 297.)

The next best is sixes, for the two bar-points may be occupied, and it may hap that the adversary becomes barred in or out, as were schoolmasters before they were so much abroad.

The third best is trois-ace, which completes the cinque point in your table.

Quatre-deuce cinque-trois, and six-quatre form respectively the quatre, trois, and deuce points in your table.

Six-ace must be played to gain footing at the bar, that being a point well adapted for successfully waging this noisy warfare.

Double trois, take a double jump to the same station.

When double deuces are flung, they must be played two on your table's quatre point, and two from the five men in the far corner on the hostile side.

Double fours from the same array of five to the quatre points at home

Double fives in like order to the trois.

Six-deuce—one of the twins in the enemy's camp as far as he will go.

Six-trois—from the same.

Cinque-quatre—from the same to the same.

Cinque-deuce—two men from the cornered five before mentioned.

Cinque-ace (a vile throw)—perhaps the best, because the boldest.

play is one man on your cinque point, another to the point adjoining the bar.

Quatre-trois—two men from the extreme five ready to form points next throw—*fortunæ juvante.*

Quatre-ace—from the five to the fifth point thence.

Trois-deuce—the same, or spread in preparation for seats at your table.

Deuce-ace—*ad libitum*, as you like it.

Six-cinque enables one of the men in the adversary's table, with two bounds, to join his fellows, eleven degrees distant.

These may be called the Backgammon tactics for the opening of the campaign. We give now instructions to apply to the progress of the warfare. As we are using martial terms, and assuming authority, we will take the opportunity to generalize, and do it in these:

When the numbers flung are not available to make points, let them make preparations for points; spread the men so that you may hope gallantly to carry your point the next throw; but this should only be done when the adverse table affords facilities for entering.

If it appear unadvisable to spread your men, endeavor to get away with one or both from the adversary's table—steal a march, which is a lawful theft.

When compelled to leave a blot, leave it not uncared for, but "cover your man" as well, and as soon, and as perfectly as you can.

Linger not in the enemy's entrenchments, or retreat may be cut off; whenever the bar-point and two points in the table are occupied, be assured that—

> "Time, the churl, has beckoned,
> And you must away, away."

Be over-bold rather than over-wary: more games are lost by excess of caution than by extremity of rashness—

> "For desperate valor oft makes good,
> Even by its daring, venture rude,
> Where prudence would have failed."

If retreat from the hostile lines be hopeless, scruple not to leave blots to be taken; four men, especially on forward points, will sorely annoy your adversary and render his home uncomfortable.

Avoid, if possible, breaking up the six or cinque points in your table towards the close of the game, or if you capture the foe you cannot detain him long; he must soon fling one of those numbers, and, like the gazelle, "exulting, still may bound," to a safer locality.

Eschew many men on one point—five or more (perhaps four) are called a long string, and long strings may be all very well in the matter of titles, kites, or pearls, but at Backgammon they are neither useful nor graceful.

If you have two or three captives, and an indifferently furnished home, hurry your men forward; bear them in whenever you may, not as

"single spies, but in battalions;" truss up every possible point; keep the enemy out, or be prepared to hit any single man, and expel him should he enter.

If the course of the dice, like that of another well-known course, "run not smooth," and you are compelled, when in possession of a captive, to leave a blot away from home, leave it, if possible, so that it necessitates doublets for the adversary to enter and hit you at one throw.

When running to avoid a gammon, and having two men on the enemy's ace point, move any of their fellows rather than them.

It is frequently good play to take a man and leave a blot, "a poor thing of your own," in the place, if the antagonist's power cannot re-hit you, except with double dice, for it is five to one against his effecting such a consummation.

Avoid crowding your game; avoid, especially, having many men on the trois or deuce stations at home, for such men are pent up, so as to be moveless, and the struggle must be carried on by stragglers, perhaps at a distance, certainly to a disadvantage.

These rules might be multiplied *ad infinitum;* but enough has been said, we think, to enable the tyro to make himself, with a little study, a first-rate player at Backgammon. We will close with the following excellent example game by Captain Crawley, from whom we have already freely quoted.

EXAMPLE GAME FOR BEGINNERS.

Let the student number the points on his board so as to correspond with the little engraving at page 291, distinguishing those on the side of the black by the letter *b*, 1 b., 2 b., etc.: their opponents, the whites, 1 w., 2 w., etc. In the following game *L* represents the black and *F* the white.

To begin, L throws, say 5; F, 2. L has, therefore, won the first move. But not liking a five to commence the game with, he throws again, and the result is—

Aces, doublets.]—These are played, 2 from 8 to 7 b., and 2 from 6 to 5 b.

F 5, 4.]—2 from 12 b. to 8 and 9 w.

L 3s., ds.]—2 from 1 w. to 7 w., occupying adversary's bar-point.

F 5, 2.]—1 from 9 and 1 from 6 w. to 4 w.

L 6, 1.]—1 from 12 w. to 7 b., and 1 from 6 to 5 b.

F 5, 3.]—1 from 8 and 1 from 6 w. to 3 w.

L 6, 3.]—1 from 8 and 1 from 5 b. to 2 b.

F 6, 5.]—1 from 12 b. to 2 w.

L 3, 1.]—1 from 12 w. to 9 b.

F 4, 2.]—1 from 8 w. to 2 w., covering man.

L 6, 2.]—1 from 12 w. to 5 b.

F 6s., ds.]—2 from 8 w to 2 w., the other 2 cannot be played, every point occupied.

L 4, 3.]—2 from 12 w. to 10 and 9 b.

F 3, 1.]—1 from 1 b. to 4 b., and 1 from 2 w. to 1 w.

L 5, 1.]—1 from 9 and 1 from 5 b. to 4 b., taking up man (placing the captive on the central division) and making point.

F 3, 4.]—Enters captive at 3 b., moves 1 man from 12 b. to 9 w.

L 6, 1.]—1 from 7 w. to 12 b., (taking man), 1 from 10 b. to 9 b.

F 3, 2.]—Enter at 3 b., 1 from 9 to 7 w., taking man.

L 3, 1.]—Enter at 1 w., hitting blot and making capture, 1 from 12 to 9 b.

F 5, 1.]—Enter 1 b., 1 from three to 8 b.

L 3, 1.]—1 from 9 to 8 b., taking man, thence to 5 b.

F 4, 2.]—Both points occupied in enemy's table, so the prisoner cannot be entered; no move made on the part of F, whose position is not very enviable.

L 5, 4.]—1 from 1 w. to 10 w.

F 6, 5.]—Still cannot enter. "Hope deferred," etc.

L 6, 3.]—1 from 10 w. to 9 b., thence to 6 b.

F 1s., ds.]—Enter 1 b., 1 from 7 to 5 (2 moves), and 1 from 6 to 5 w, securing cinque point.

L 6, 4.]—1 from 9 and 1 from 7 b. to 3 b., taking man and making point.

F 1s., ds.]—Enter 1 b., 3 from 2 to 1 w.

L 6, 5.]—1 from 9 to 3, and 1 from 7 to 2 b.

F 3, 2.]—2 from 4 to 2 and 1 w.

L 6, 3.]—1 from 7 to 4 b.: "the table's full," like Macbeth's, and 1 man taken off for the 6 point.

F 4s., ds.]—2 from 6 and 2 from 5 w. to 2 and 1 w.

L 4, 1.—Takes off 1 from 4 point, plays up 1 from 3 to 2, ace-point being occupied by the enemy.

F 2, 1.]—2 from 3 to 2 and 1 w.

L 4, 2.]—Takes off from 4 and 2, leaving blot—game greatly in favor of L: risk may be run.

F 6, 5.]—1 from 1 b. to 12 b.

L 5, 4.]—Takes off.

F 4, 2.]—1 from 12 b. to 7 w.

L 6, 3.]—Takes off from 6, plays up from 6 to 3.

F 5, 2.]—1 from 1 b. to 8 b.

L 6, 4.]—Takes off from 5: 4 can neither be played nor taken off.

F 5, 3.]—1 from 8 b. to 9 w.

L 5, 1.]—Takes off from 5, plays 1 from 3 to 2.

F 4, 2.]—1 from 9, and 1 from 7 w. to 5 w., making point.

L 3, 2.]—Takes off, leaving blot.

F 4, 2.]—1 from 1 to 3 b., hitting and taking up blot, thence to 7 b.

L 5, 1.]—Cannot enter.

F 3, 2.]—1 from 7 b. to 12 b.

L 5, 4.]—Enter at 4, thence to 9 w.

F 3s., ds.]—1 from 12 b. to 1 w.

L 6, 4.]—1 from 9 w. to 10 b., thence to 6 b.

F 5, 2.}—1 from 1 to 6 b., taking man, thence to 8 b.
L 5, 4.}—Enter 4, thence to 9 w.
F 2s., ds.}—1 (in 4 moves) from 8 b. to 9 w., taking man.
L 6, 3.}—Enter at 3, thence to 9 w., taking man.
F 5, 4.—Enter at 5, thence to 9 b.
L 3s., ds.}—1 (in 4 moves) from 9 w. to 4 b.
F 5, 1.}—1 from 9 b. to 10 w.
L 4s., ds.}—Takes off, and the unhappy F loses a gammon.

RUSSIAN BACKGAMMON.

THIS is a very pleasing game, and is preferred, at many firesides, to that which we have just described. Though played on the same board, with the same number of men, and the moves governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as represented in the diagram on page 291, they are entered by throws of the dice, both players entering *same table*, which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus, supposing the entering table to be White's *home* (see diagram, p. 291), the moves would be through White's outer and Black's outer tables to Black's *home*.

The first entry is determined by each throwing two dice, which may be adopted for that entry, or another throw made. The men are placed on the points of the entering table according to the numbers of the dice thrown, one man only for each number, except in the case of doublets. When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home; but no move can be made by a player until all his men are entered. The player who first bears all his men from the board wins. It may be a gammon, backgammon, or hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and re-entered as at the commencement of the game. Blots occuring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws six-deuce, he enters one man on each of those points; the other, throwing six-ace, would take up the six, placing his own man on that point, and enter one on the ace-point.

A peculiarity of this game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if, in commencing the

game, he throw double sixes, he would place four men on the six-point, four on the ace-point, and throw again. If then he throw double deuces, he would place four on the deuce-point, the remaining three on the cinque-point, and move one man five points on its course home, having still another throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw, unless he can move *all* the points to which he is entitled. For example, if he throw trois doublets, he must first move his four-trois points; then he will the right to move four quatre points; and if he succeed in this, he may throw again. If he cannot do it, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement towards home, must have a decided advantage over his adversary. But this apparent advantage is deceptive: because he who is in the rear has the chance of hitting blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable one to win the game when otherwise it would seem hopeless.

The Russian game is easily learned, especially by any one familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to this as to that game.

DOMINOES.

Dominoes are pieces of ivory or bone, generally with ebony backs. On the face of each piece there are two compartments, in each of which there is found either a blank, or black pits, from one to six These are called, according to the numbers shown, Double-Blank, Blank-Ace, Blank-Deuce, Blank-Trey, Blank-Four, Blank-Five, Blank-Six; Double-Ace, Ace-Deuce, Ace-Trey, Ace-Four, Ace-Five, Ace-Six; Double-

Deuce, Deuce-Trey, Deuce-Four, Deuce-Five, Deuce-Six; Double-Trey, Trey-Four, Trey-Five, Trey-Six; Double-Four, Four-Five, Four-Six; Double Five, Five-Six; and Double-Six—being twenty-eight in all. They are shuffled on the table with their backs up, and each player draws at random the number that the game requires. There are various games; but those principally played are the Block, Draw, Muggins, Rounce, Euchre, Poker, Bingo, Matador, and Bergen.

BLOCK GAME.

Each player draws seven from the pool. The highest double leads in the first hand, and, after that, each player leads alternately until the end of the game. The pieces are played one at a time, and each piece to be played must match the end of a piece that does not join any other. If a player cannot play, the next plays. If neither can play the set is blocked, and they count the number of spots on the pieces each still holds. Whoever has the lowest number of spots adds to his count the number held by his opponents. If there are two with the same number of spots, and they are lower than their opponents, there is no count. If any one is able to play his last piece while his opponents hold theirs, he cries "Domino," and wins the hand, and adds to his count the number of spots the rest hold. The number required to win the game is one hundred, but it may be made less by agreement.

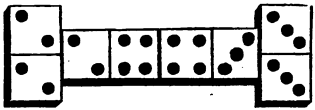
DRAW GAME.

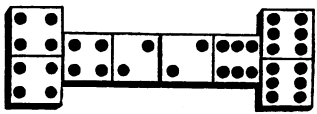
Each player draws seven, as in the block game, and the game is subject to the same rules as block, except when a player cannot play he is obliged to draw from the pool until he can play, or has exhausted the stock of pieces, even though the game be blocked by his adversary. The player may draw as many pieces as he pleases. He *must* draw until he can match. After a lead has been made, there is no abridgment to this right. Many persons confound the Draw game with Muggins and the Bergen game, and in those games the rule is different, as follows: when a player *can* play, he is obliged to. The object of drawing is to enable him to play. Having drawn the required piece, the rule to play remains imperative as before. The *Draw game* is, however, based upon the unabridged right to draw, and is known as a distinctive game by this privilege only.

MUGGINS.

Each player draws five pieces. The highest Double leads, after that they lead alternately. The count is made by fives. If the one who leads can put down any domino containing spots that amount to five or ten, as the Double-Five, Six-Four, Five-Blank, Trey-Deuce, etc., he counts that number to his score in the game. In matching, if a piece can be put down so as to make five, ten, fifteen, or twenty, by adding

the spots contained on both ends of the row, it counts to the score of the one setting it. Thus a Trey being at one end, and a Five being at the other, the next player in order putting down a Deuce-Five, would score five; or if Double-Trey was at one end, and a player was successful in playing so as to get Double-Deuce at the other end, it would score ten for him. A Double-Six being at one end, and Four at the other, if the next player set down a Double Four, he counts twenty—



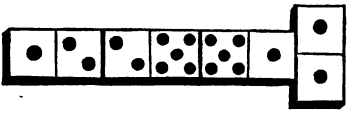


Double-Six, *i. e.* 12 + Double-Four, *i. e.* 8 = 20. The player who makes a count must instantly announce it when he plays his piece, and if he fail to do so, or if he announce the count wrongly, and any of his opponents call "Muggins," he is debarred from scoring the count. If a player cannot match he draws from the pool, the same as in the Draw game, until he gets the piece required to match either end, or exhausts the pool. As in the Draw or Block game, the first one who plays his last piece adds to his count the spots his opponents have; and the same if he gains them when the game is blocked, by having the lowest count. But the sum thus added to the score is some multiple of five nearest the actual amount. Thus if his opponents have twenty spots, and he has nineteen, he adds twenty to his score. If they have twenty-two he adds twenty, because that is the nearest multiple of five; but if they have twenty-three he would add twenty-five, twenty-three being nearer that than to twenty. The number of the game is two hundred, if two play; but one hundred and fifty, if there be three or more players.

BERGEN GAME.

Each player draws six pieces from the pool. The lowest double leads at the beginning, and is called a double-header. After that the parties lead alternately from right to left. If no one has a Double when his turn comes to lead, he plays the lowest piece he has. When a player sets down a piece which makes the extremities of the line the same, it is

called a double-header. If one of the extremities be a Double, and the next player can lay a piece that will make the other extremity of the same value, or if a Double can be added to one end of a double-header, it makes a triple-header. The two Aces in the annexed engraving show the double-header, and the Double Ace added shows the triple-header.



If a player is not able to match from his hand, he draws one piece from the pool, and plays. If he is still not able to play, the next plays, or draws, and so on alternately. If domino is made, the one who makes it wins that hand. If it be blocked, they count, and the lowest wins; but if the lowest holds a Double in his hand, and his opponent none, the opponent wins. Or if there be two with Doubles, and one with none, the last wins. If there be a Double in each hand, the lowest Double wins. If there be more than one Double in any one's hand, and all have Doubles, the one with the least number of Doubles wins, without reference to the size of the Double he holds. Thus: if a player hold two Doubles, though they be the Double Blank and Double Ace, and his adversary holds but one Double, though it be the Double Six, the latter wins. The game is ten when three or four play, and fifteen when two. A hand won by either "domino" or counting, scores one. A double-header, either led or made, counts two. A triple-header counts three. But when either party is within two of being out, a double-header or a triple-header will count him but one, and if he be within three of being out a triple-header will count him but two. A prudent player will retain the Doubles in his hand as long as possible, in order to make triple-headers

DOMINO ROUNCE.

This is a pleasant game, and from two to four may participate in it The pieces rank from Six to Blank, and the Doubles are the best of each suit, trump being superior to any other suit. The game begins by "turning for trump," and he who turns the highest domino is trump-holder for that hand. The dominoes are then shuffled, and each player takes five pieces, when the player at the *right* of the trump-holder turns the trump, and the end of the piece having the greatest number of spots upon it becomes trump for that round. The players to the left of the trump-holder then announce in regular succession whether they will stand, discard their hand and take a dumby, or pass. When two or three play there are two dumbies of six pieces each, but when four play there is only one dumby of seven pieces, and the eldest hand has

the privilege of taking it. When all the players pass up to the trump-holder, the last player may elect to give the trump-holder a score of five points instead of standing or playing dumby. The trump-holder may, if he chooses, discard a weak piece and take in the trump turned, or he may discard his hand and take a dumby, provided there is one left; in which case he must abandon the trump turned. The player who takes a dumby must discard so as to leave only five pieces in his hand. After the first hand, the trump passes to the players at the left in succession. The game begins at fifteen, and is counted down until the score is "wiped out," each trick counting one. The player who fails to take a trick with his hand is "Rounced," *i. e.*, sent up five points. It is imperative that suit should be followed, and if in hand, trump led after trick as in Loo, but a player is not compelled to "head," *i. e.*, take a trick, when he cannot follow suit.

DOMINO EUCHRE.

This game is usually played by four persons. The pieces rank as follows: The Double of the trump suit is the Right Bower, and the next lower Double is the Left Bower. There is, however, an exception to this rule, for when Blank is the trump, it being impossible to have a lower Double than the Double-Blank, the Double-Six is adopted instead, and becomes the Left Bower. In this instance the lowest Double is Right Bower, and the highest Double is Left Bower. After the Right and Left Bower the value of the dominoes is governed by the number of spots following the trump. For instance, if Six is trump, the Double-Six is Right Bower, and the Double-Five is Left Bower, followed by Six-Five, Six-Four, Six-Trey, and so on down to Six-Blank. If Ace be the trump, the Double-Ace is Right Bower, and the Double-Blank is Left Bower, the Ace-Six is next in value, the Ace-Five is next, and so on down to the Ace-Blank. But when Blank is trump, the Double-Blank is Right Bower, and the Double-Six becomes Left Bower, the next trump in importance being Blank-Six, the next, Blank-Five, and so on down to Blank-Ace, which is the lowest trump. When a suit is not trump, the value of the pieces take rank from the Double of the suit in regular order, downward.

At the beginning of the game the players usually draw to decide who shall turn up trumps; he who draws the lowest piece is entitled to the privilege, and is termed the dealer. When the dominoes have again been shuffled, each player draws five pieces, beginning with the eldest hand, and the dealer then turns up one of the remaining pieces for trump. That portion of the domino which has the highest number of spots upon it determines the suit of the trump. Thus, if Six-Ace be the piece turned, then Six is trump suit. After the first hand the privilege of turning trump passes to each player in succession. The eldest hand does not have the lead unless he exercises the privilege of ordering up, or making the trump. Only the player who takes the responsibility of the trump; that is, the player who takes up, orders up, assists,

or makes the trump, has the right to lead; with this exception, Domino Euchre is like the card game of the same name, and the laws of the latter may be consulted to settle any dispute which may arise while playing the former. (See page 81).

DOMINO POKER.

In this game only twenty pieces are employed, the Double-Ace and all the Blanks being discarded. The hands rank in regular order from one pair, up to the Royal Hand, which is the highest hand that can be held, as follows:

One Pair.—Any two Doubles, Double-Six and Double-Deuce will beat Double-Five and Double-Four.

Flush.—Any five of a suit not in consecutive order: as Six-Ace, Six-Trey, Six-Four, Six-Five and Double-Six.

Triplets, or Threes.—Any three Doubles. The Double-Ace and Double-Blank being discarded, it follows that only one hand of triplets can be out in the same deal.

Straight Four.—A sequence, or rotation of Fours; as Four-Six, Four-Five, Double-Four, Four-Trey, and Four-Deuce.

Full Hand.—Three Doubles, and two of any suit; as Double-Six, Double-Trey, and Double-Deuce, together with Deuce-Four, and Deuce-Ace.

Straight Five.—A sequence, or rotation of Fives.

Fours.—Any four Doubles.

Straight Six —A sequence, or rotation of Sixes.

Royal Hand, or Invincible.—Five Doubles.

When none of the above hands are out, the best is determined by the rank of the highest leading pieces, thus a hand led by Double-Six is superior to a hand led by Double-Five, but a hand headed by Double-Deuce will beat Six-Five; and Six-Five will outrank Five-Four.

Domino Poker is governed by the same laws as the card game called Straight Poker, and is played in precisely the same manner; one game being played with cards and the other with dominoes; the hands consequently rank differently, but in every other particular they are identical. (See page 147.)

BINGO.

This game is played as similarly to the card game of Sixty-Six, as the difference between dominoes and cards will permit. The rank of the pieces is the same as in other domino games, except that Blanks count as seven spots. The Double-Blank, which is called Bingo, and counts for fourteen spots, is the highest Domino, and will take the Double of trumps.

The game is played by two persons, and is commenced by each drawing for the lead, and he who draws the lowest piece has the lead. Each player then draws seven pieces, after which eldest hand turns up another piece, the highest spot on which is trumps. The eldest hand then leads,

and the play is conducted in the same manner as Sixty-Six at cards. (See Sixty-Six, page 173.)

The game consists of seven points, which are made in the following manner: The player who first counts seventy, scores one point towards game; if he make seventy before his opponent has counted thirty, he scores two points; if before his adversary has won a trick, three points. If Bingo capture the Double of trumps, it adds at once one point to the winner of the trick.

The pieces count as follows to the winner of the trick containing them: the Double of trumps always twenty-eight; the other Doubles and all the other trumps according to their spots; the Six-Four and Three-Blank are always good for ten each, whether trumps or not; the other pieces have no value.

If a player have, at any time, two Doubles in his hand, he can, when it is his turn to lead, play one, show the other and announce twenty points, which are added to his count as soon as he has won a trick. If he hold three Doubles, he counts forty; for four Doubles, fifty; for five Doubles, sixty; for six Doubles, seventy points. If Bingo be among the Doubles held, it adds ten more to the count.

In all other respects the game is conducted in the same manner as Sixty-Six. Laws 1, 2, 3, 4, 5 and 6, and 14, of Sixty-Six, as well as the directions for playing the three-handed game, all apply to Bingo, except that wherever "sixty-six" occurs, "seventy" must be substituted for it.

MATADOR.

This differs from all other games of Dominoes, in this great point, that each player, instead of matching the pieces, must make up the complement of seven. For instance, a Five requires a Two to be played to it, because two added to five make *seven*. On a Six, an Ace must be played; on a Four, a Three-spot, and *vice versa*.

It will be seen that there is no piece capable of making a Seven of a Blank; to obviate this difficulty there are four *Matadors*, the Double Blank, and the three natural Seven-spots, namely, Six-Ace, Five-Two, and Four-Three. These four Matadors can be played anywhere, at any time, and are, of course, the only ones which can be played on a Blank.

Each player, at the commencement, draws three pieces; the one who has the highest Doublet commences; or, if neither have a Doublet, then the highest piece.

We will suppose Double-Four to have been led, the player, whose turn it is next, must play a Three to it; or, failing to have a Three in hand, must draw till he gets one. Supposing it to be a Three-Five, the end spots will be a Four and a Five—the next player must then either play a Three on the Four, or a Two on the Five, and so on.

This game may be played by two, three, or four persons. When two play, there must be three pieces left undrawn, to prevent each from knowing exactly his opponent's hand. When more than two engage in the game, all the Dominoes may be drawn. The player who makes

domino first, counts the spots on the other hand, or hands, and scores them towards game, which is one hundred or more, as agreed on before commencing the game.

If domino be not made before the drawing is ended, and a player cannot play in his turn, he must pass, and await his next turn to play, but he must play if he can; the failure to do so, deprives him of any count he may make with that hand.

In playing, a Doublet counts only as a single piece; for instance, Double-Six is a Six, and can only be played on an Ace-spot, or on Double-Ace; but, if left in hand after domino is called, it counts twelve points to the winner.

If the game be blocked, and neither player can make domino, then the one whose hand contains the least number of spots wins, but his own hand does not count to his score.

The Blanks are very valuable at this game—the Double-Blank being the most valuable of all the Matadors. As it is impossible to make a Seven against a Blank, so that if you hold Blanks you may easily block the game and count.

When you have the worst of the game, and indeed at other times as well, guard against your adversary's Blanks, and prevent him from making them; which you may do by playing only those dominoes which fit with the Blanks already down.

Never play a Blank at the lead unless you have a Matador or a corresponding Blank.

Keep back your Double-Blank till your opponent makes it Blanks all; you can then force him to play a Matador, or compel him to draw till he obtains one. It is better to have a mixed hand.

TIDDLE-A-WINK.

This is a very amusing game, and suitable for a round party.

If six or more play, each takes three Dominoes. The Double-Six is then called for, and the person holding it leads with it. If it is not out the next highest Double is called forth, and so on downwards until a start is made.

In this game, he who plays a Double, either at the lead or at any other part of the game, is entitled to play again if he can—thus obtaining two turns instead of one. The game then proceeds in the ordinary way, and he who plays out first cries Tiddle-a-wink, having won. In the event of the game being blocked, he who holds the lowest number of pips wins.

DICE.

Dice are small cubes of ivory or bone, marked on each of their sides by spots, representing one, two, etc., up to six—and arranged in a simi-

lar manner to the corresponding spots on dominoes. The sum of the spots on opposite sides of a die is always seven. Thus Six, Five, and Four are opposite Ace, Two, and Three, respectively.

A Dice-box is a cylindrical case, generally about four inches high, and and one and a half or two inches in diameter, open at the top, and usually grooved inside, to insure the thorough shaking of the Dice. In all Dice games, unless any different arrangements be previously made, the highest throw wins. Dice games are generally played with three Dice. Vingt-un, however, requires one Die only; and Draw Poker is played with five Dice, there being five cards in a hand in the card game of the same name. Backgammon, although played with the aid of two Dice, can hardly be considered a Dice game. The most simple game is that of

THROWING DICE.

Each player throws the three Dice, three times, and the sum of the spots, which are uppermost at each throw, are added together and placed to the score of that player. Ties throw over again, if it be necessary to establish any result.

For instance: A is throwing Dice; at the first throw he makes Ace, Four and Six, which added together count eleven. His second throw is Five, Two, and Three, together ten. Third throw, two Fives and a Four, making fourteen—the sum of eleven, ten and fourteen, which is thirty-five, is counted to his score. And so with any number of players —the one who scores the highest winning the game.

ODDS ON A RAFFLE, WITH NINE DICE, OR THE HIGHEST IN THREE THROWS WITH THREE DICE.

It is	*you do not throw.*
10077695 to 1	54
1007768 to 1	53 or more.
183229 to 1	52 "
45809 to 1	51 "
14093 to 1	50 "
5032 to 1	49 "
2016 to 1	48 "
886 to 1	47 "
422 to 1	46 "
215 to 1	45 "
116 to 1	44 "
66 to 1	43 "

It is			*you do not throw.*
over 39	to 1		42 or more.
over 24	to 1		41 "
very near 16	to 1		40 "
over 10	to 1		39 "
over 7	to 1		38 "
very near 5	to 1		37 "
over 3	to 1		36 "
over 2	to 1		35 "
or 28	to 11		
11	to 6		34 "
9	to 7		33 "

It is exactly equal that you throw 32 or more.

When articles are Raffled, *i. e.*, put up at lottery, the future possession of them being decided by the use of Dice, the method usually adopted is that of THROWING DICE, and not RAFFLES, as the term used would seem to imply.

THE FOLLOWING IS A GUIDE TO ANY PERSON INCLINED TO SELL OR BUY A CHANCE.

It is 1 out of		3	you do not throw		36	or more.	
1	"	4	"	"	37	"	
1	"	5	"	"	38	"	
1	"	8	"	"	39	"	
1	"	11	"	"	40	"	
1	"	17	"	"	41	"	
1	"	28	"	"	42	"	
1	"	47	"	"	43	"	
1	"	81	"	"	44	"	
1	"	150	"	"	45	"	
1	"	293	"	"	46	"	
1	"	613	"	"	47	"	

CASES OF CURIOSITY.

It is 1585 to 1			you do not throw		47	neither more nor less.	
807 to 1	"	"		46	"	"	
440 to 1	"	"		45	"	"	
255 to 1	"	"		44	"	"	
156 to 1	"	"		43	"	"	
100 to 1	"	"		42	"	"	
68 to 1	"	"		41	"	"	
48 to 1	"	"		40	"	"	
35 to 1	"	"		39	"	"	
7 to 1	"	"		38	"	"	
21 to 1	"	"		37	"	"	
over 17 to 1	"	"		36	"	"	
over 15 to 1	"	"		35	"	"	

RAFFLES.

Three Dice are used, which are thrown by each player until he succeeds in throwing two alike; the first throw made containing a pair, counts its number of spots to the thrower's score. Triplets, or three alike, take precedence of pairs, so that three Aces will beat two Sixes and a Five.

This is sometimes, by previous arrangement, played differently, triplets counting only as pairs—thus three Fives would be reckoned as fifteen points, and would be beaten by two Fives and a Six.

DRAW POKER

Is played with five Dice; each player having one throw, with the privilege of a second throw if he desire it. In the first throw all the five

Dice must be thrown—the player can leave all, or as many as he pleases, on the table, then gather up such as do not satisfy him, and throw them again, it being understood that a player can throw twice if he pleases, but is not *obliged* to throw more than once if he be content with the result of the first throw.

The throws rank in the same manner as in the card game (see page 152), beginning with the lowest; one pair, two pairs, triplets, a full hand, four of the same. The highest throw is five alike, ranking in the order of their denomination, from six down to one; so that five Sixes make an invincible hand; this, of course, can only occur in the Dice game, while a flush occurs only in the card game.

It should be understood that Six is the highest and Ace the lowest, the intermediate numbers ranking accordingly.

Suppose A is throwing at Draw Poker, and the first throw consists of 5, 3, 6, 2, and 5. He will naturally leave the two 5's on the table, and throw again with the three remaining Dice—if this second throw is a lucky one, he may throw a pair of Two's and a Five—this will give him a full hand of Fives.

MULTIPLICATION.

This is played with three Dice, and three throws, as follows: the first throw is with three Dice; the highest one is left on the table, and the other two taken up and thrown again; the higher one is left, and the lower one taken up and thrown again. The spots on the two left on the table are added together, and their sum multiplied by the spots on the third, or last die thrown; and this total placed to the score of the thrower.

Thus, we will suppose the player to throw as follows:

First throw, say Three, Two, and Five; the Five will be left on the table, and the Three and Two returned into the Dice-box for the

Second throw, say Four and Six; the Six will remain on the table, and the Four replaced in the Dice-box.

Third throw, say Three;

This will count 33, thus, the sum of Five and Six, the Dice remaining on the table after the first and second throws, is eleven; this sum multiplied by three, the result of the third throw, makes 33.

ROUND THE SPOT.

This is played with three Dice, which are thrown three times—the sum of the spots being thus reckoned—those spots only count which lay around a central spot, viz., the Three and Five—the Three spot counting for two, and the Five spot for four—thus it will be seen that Six, Four, Two, and Ace do not count at all; and therefore a player may throw three times and count nothing.

GOING TO BOSTON.

This is also played with three Dice, which are thrown precisely as in Multiplication. The difference is in the counting; the result of the last throw being added to, instead of serving for a multiplier of, the sum of the two remaining on the table. Thus, making use of the example of the last game, the thrower would count 14, the sum of 5, 6, and 3.

HELP YOUR NEIGHBOR.

This amusing game is played with three Dice, and may be played by six persons as follows:

The players throw in regular rotation. The first player, or number one, throws 2, 4, 6, and as he has not thrown *one*, the number corresponding to his own, he scores nothing, but 6 being the highest number thrown, number six scores 6 points.

The second player now throws, and he throws 2, 3, 5; he therefore counts two, and helps his neighbor five to 5 points.

The third player throws, and he throws three *Fours*, so he gets nothing, while his neighbor, number four, scores 4 points; the raffles counting 4 instead of 12.

Number four now plays, and throws 1, 3, 3, making nothing for himself, but 3 for number three, or the third player.

Number five being the next player, throws three Fives, which counts him 5 points.

Number six throws three Aces, which counts him nothing, but enables number one to score 1 point.

In this way the game proceeds until some one of the players wins the game, by making the number of points previously agreed upon. When the game is played for a pool made up by the joint contributions of the players, the first man out wins, but if for refreshments, the last player out loses.

SWEAT, OR CHUCKER LUCK.

This game is extensively played on our Western rivers, upon race-fields, and at all large gatherings of men. The percentage of the game, when fairly played, is very strong, but the low gamblers who generally play it, add to its strength by skillful cheating. It is played with Dice upon a cloth numbered thus:

1	2	3	4	5	6

The money bet is deposited upon these numbers, according to the choice or fancy of the player. The bets being made, the "dicer" puts

three Dice into a cup, shakes them up, and throws them upon the table; the numbers thrown win for the player, while the bank takes all the money not upon the fortunate numbers.

For example: if a bet be placed upon the 6, and one Six is thrown, the amount bet is paid—if, two Sixes have been thrown, the bet is paid double, and triple if three Sixes have been thrown.

This constitutes the well-known game of "*Sweat*," over which many an unlucky player has *sweat* "more than the law allows."

VINGT-UN

Is played with a single Die, each player throwing it as many times as is necessary to get the sum of the spots, equal to or as near as possible, but not over, twenty one. Throwing twenty-two or more *bursts* the player, depriving him of further participation in the game for that round. The thrower of twenty-one, or failing that, the nearest to it wins the game; but where a forfeit is played for, the player who fails the most in approaching to twenty-one, loses the game. We will suppose B playing at Vingt-un, and throws as follows, viz.: Six, Four, Ace, and Five; he now has sixteen, and should his next throw be a Five, he will be just twenty-one, but if his last throw, instead of Five, had been Six, it would have *burst* him, as he would be twenty-two.

DECISIONS ON WAGERS.*

I. Does a man betting on a certainty lose the bet? If so, does a man who warns the other party that he *knows* he is right, lose the bet? In Poker, does a man betting on a hand of four Aces lose the stakes? *Answer.*—In betting, the party who establishes his proposition wins against the party who does not. Knowledge is entitled to its reward, and ignorance is amenable to its penalty. There is *certainty* underlying every positive proposition, and nothing invalidates a bet but a fraud which deprives a party of any chance to win. In all other descriptions of "*sure things*," a party has a chance *to be right*; and he, consequently, has no right to quibble if he is wrong. A man *may* have the good fortune to hold four Aces; and consequently, that hand will always sweep the board, when not fraudulently obtained.

II. Can a side bet made on a race be drawn by either party after it is started and before it is decided? *Answer.*—It cannot be drawn by either party, after it is comfirmed by the deposit of the money. Mutual

* See "Cases and Decisions," page 25.

consent alone can dissolve it. Only under certain circumstances, and then in regular form, can one party to a bet make it void, as follows; if a bet has been contracted, and on the day of the race one of the betters is absent, the other may declare the bet in public, in presence of the judges *before the race commences*, and demand whether anybody will make the stake good for the absent man. If no one does so, the bet may be declared void.

III. Is there a rule governing a bet, where a party bets his horse can trot one mile in a specified time, nothing being said at the time of the bet how many trials he is to have? *Answer.*—There is no specific rule in the printed code for the government of this question, but there is a rule of reason, and of custom, the "common law" of the case, which is that the performer shall have but one trial, unless he stipulates for more.

IV. A throws Eleven in a raffling. C bets B will beat it, and B throws Eleven. Does C lose his bet or win it? *Answer.*—He loses; the tie is not answering to his proposition. The eleven was thrown before, and to *beat* Eleven it is manifest a higher number must be got. But when a man says: I'll beat *you*, before the other party has thrown, a tie makes the bet a stand-off. Thus, if A and B throw Dice, and C, in advance of the result, bet A that B will beat his (A's) throw; then A takes the converse of C's proposition, and by the acceptance of the wager, virtually bets that he will beat B.

V. A bets that the time of his watch is nearer the City Hall clock than B's; they look at the clock, and B's watch is exactly right, A's being a few minutes slow; but A say he wins anyhow, his watch being a little nearer to the City Hall than B's, as A was standing about two yards nearer to the City Hall than B. Who wins? *Answer.*—B wins, of course. A's claim upon such a quibble is very disgraceful. No bet can be decided in favor of a *catch*.

VI. A offers to bet B that he can beat him at a game of billiards. B says: "Will you pay if you bet?" "Of course," says A. The game progresses. A beats, and asks from B the payment of the bet. B refers to the wording of the bet, asserting thereby he could not lose, nor could he win and, therefore, it is no bet at all. Who has won the bet, A or B? *Answer.*—A wins. B cannot escape the consequence of losing the game by a verbal quibble in the bet.

VII. In playing a game of poker, before dealing, A bets B that he don't hold a pair before the draw that beats a pair of fours. B accepts and shows three fours Who wins? *Answer.*—We hold that B wins the bet. The true intent of it was, that B would not have cards to beat a pair of fours.

VIII. Is a bet binding when no money is put up? *Answer.*—A bet made is binding whether the money is up or not. But, when the money is up, the bet is said to be a confirmed bet. A confirmation of the bet is not necessary to its validity, but either of the parties may require the bet to be confirmed by staking, and if the other *refuses*, it may be declared off.

BILLIARDS.

THIS ingenious, instructive, useful, and fascinating pastime has of late years become one of the most general and popular amusements of our whole people. Regardless of sex, age, or social position, it is participated in by all classes of society; and besides the numerous public billiard rooms in all our large cities and towns, no gentleman's private residence is considered completely furnished unless it contains a billiard apartment and its accessories.

The GAME OF BILLIARDS is one of considerable antiquity, and its origin is claimed by various nations. It was probably suggested by bowls, or some like game, and was first played upon the ground, then upon raised platforms or tables, which were of different sizes, and oval, round, square, and oblong, in the various stages of their perfection. The French, to whom the early advancement of the game is mainly indebted, are not without evidence to sustain their claim to its invention; and the terms *Bille*, *Carambolage*, and many instances, aid in this conclusion.

It was reserved for our own country, however, to perfect the machinery of the game of Billiards, and reduce its manipulations to a practical science. This reformation has been effected during fifteen years just past by a few talented individuals; the master spirit of whom was, and still is, Michael Phelan, Esq., of New York City, who has devoted an active lifetime to the game, and whose exertions, either as a superior demonstrator, as an inventor and manufacturer, or in any capacity connected with the progress and improvement of the game, have gained him a reputation not confined to this country, but extending to nearly every portion of the civilized world.

No higher compliment can be paid to Mr. Phelan than the statement of the fact that his standard work,* "THE GAME OF BILLIARDS," is the universally acknowledged authority, and that the American Billiard Congress, which met in this city in June, 1863, and was composed of all the prominent professional players in the United States, among other expressions in their favor, unanimously resolved, "That only PHELAN & COLLENDER'S four-pocket STANDARD AMERICAN BILLIARD TABLES should be used in all future contests for the championship." And further, these tables are now in use in all the prominent club-rooms, hotels, billiard saloons, and in hundreds of private residences throughout the

* THE GAME OF BILLIARDS, by Michael Phelan. Ninth edition. Revised, enlarged, and richly embellished with numerous illustrations, including a steel-plate portrait of the author. New York: Dick & Fitzgerald, Ann street. 1868. Price, $1.50.

THE ILLUSTRATED HAND-BOOK OF BILLIARDS. The American Game, by Michael Phelan. The French Game, by Claudius Berger. Handsomely illustrated. Third edition, revised. New York: Dick & Fitzgerald, Ann street. 1868. Price, 35 cents.

continent of America, as well as in China, Japan, Sandwich Islands, and other distant countries.

Our present article embraces the rules of THE FOUR-BALL AMERICAN GAME; THE THREE-BALL FRENCH GAME; FIFTEEN-BALL POOL; and PIN POOL; which are the principal games played in the United States. The whole of these rules have been directly compiled, by permission of Messrs. Phelan & Collender, from their standard works, to which we refer for full details on all matters appertaining to Billiards.

THE LAWS OF THE AMERICAN FOUR-BALL GAME.

ON STRINGING FOR THE LEAD.

1. Whoever, playing from within the "string-line" against an outside cushion, brings the returning cue-ball nearest the head cushion, which is the one at which the players stand, is entitled to choice of balls and lead. Provided,

I. That, in stringing, the player's ball has not touched his opponent's, while the latter was at rest.

II. Nor has fallen into any of the pockets. In either case the player loses choice and lead.

III. Should the cue-balls, both being in motion, come in contact, the strokes are invalid, and must be played over.

[As soon as the lead has been won, the light-red and deep-red balls are to be placed on their appropriate spots. This regulation, it will be understood, is intended more particularly for match games. In ordinary games, where it is usual for the marker or table-keeper to spot the balls as soon as he brings them to the table, it shall be optional with the players to remove them or not. But in no case must a cue-ball, while being "strung," come in contact with a red ball, which, when once properly spotted, is not to be moved aside. The player whose ball comes in contact with a red, or the other white while it is at rest, forfeits his claim to choice of balls and the lead. Should both cue-balls come in contact with a red, the players must "string" again.]

2. In "stringing," it is required that both cue-balls shall be struck simultaneously, or so nearly together that one ball cannot reach the lower cushion before the other has been put in motion.

ON LEADING.

3. The player who wins the choice of balls and lead must either roll his ball down toward the lower cushion, as an object for his adversary to play at, or else compel his adversary to lead off, as above described.

4. In leading, the player's ball must be played from within the string line, and struck with sufficient strength to carry it beyond the deep-red ball on its appropriate spot at the foot of the table. But it must not be

played with such strength as to repass, after having come in contact with the lower cushion, the deep-red ball. Nor yet must it touch either red ball, nor lodge on the cushion, nor fall into a pocket, nor jump off the table. In any of the cases mentioned in this section, or in case the cue-ball is not struck with sufficient strength to pass beyond the deep-red, it shall be optional with the opponent (Player No. 2) to make No. 1 spot his ball on the pool spot nearest the lower cushion, or lead again; or he may take the lead himself.

5. No count or forfeiture can be made or incurred until two strokes have been played.

[For the purpose of Law 5, the "lead off" is considered a stroke, and no forfeiture of points shall be exacted either for the compulsory miss made by the leading player, or for his ball falling into a pocket.]

6. Once the lead is made, the game is considered as commenced, and neither player can withdraw except under circumstances specified in Law 27.

ON OPENING THE GAME.

7. The game is opened by player No. 2 playing on the white ball at the foot of the table.

8. Should he fail to hit the white first, or fail to hit it at all, he forfeits one point, which shall be added to his adversary's score. Should he pocket himself after hitting a red ball first, he loses three points, even though he may have subsequently hit the white.

[Hitting a red ball first, at the opening of the game, when the white is the only ball that can be played directly upon, is tantamount to a miss. Hence the penalty of three for a pocket when a red ball has been struck first. The red, when disturbed, must be replaced on its proper spot, if vacant; if the spot is occupied by another ball, the red must remain off the table until its spot is uncovered and all the balls have ceased rolling.]

ON FORFEITURES.

9. If the striker fails to hit any of the other balls with his own, he forfeits *one* point, which, as well as other forfeitures, must be added to his adversary's score.

[There are two exceptions to this law. The first occurs in leading off, and has already been explained. The second is where the cue-ball, while at rest, is in contact with another ball. Then the player does not forfeit. It is impossible to cause the cue-ball to hit, by a direct stroke, the ball with which it is in contact, and the player should not be penalized for failing to accomplish an impossibility. But, as it is possible for him to count by playing *away* from that ball—for example, by striking some other ball, or a cushion, *first*, or by taking up all the balls if his own is in contact with two or more—it is a settled ruling that, in case he should pocket his ball either by accident or design, or send it

over the table, or cause it to lodge upon the cushion, he must pay forfeit —*two* points, if his ball was in contact with a white, and *three* if with a red.]

10. The striker forfeits *two* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having struck or been in fixed contact with the other white, no matter whether it has touched one or both of the reds.

[An exception to this clause will be found in Law 8.]

11. The striker forfeits *three* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having come in contact with one or both of the reds, and not the white. The same applies if neither red nor white be struck.

[By "lodging on the cushion" is meant a ball that has bounded off the bed of the table and become settled on the top of the cushion. Should the cue-ball, after mounting the cushion, return to the bed of the table and effect a carom or a hazard, the stroke is fair, and must be counted.]

12. If the player cause any ball to jump off the table, and should it, by striking any of the bystanders, be flung back upon the table, it must still be treated as if it had fallen to the floor. If a red ball, it must be spotted; if a white, held in hand. Should it be the last striker's ball, he forfeits two or three, the same as if it had gone into a pocket.

ON FOUL STROKES.

13. The penalty of a foul stroke is, that the player cannot count any points he may have made by such stroke, and his adversary is entitled to the next play. The following, in addition to those already mentioned, are foul strokes:

I. If either player plays with his opponent's ball, the stroke is foul; and, if successful, he cannot count, provided the error is found out before a second shot is made.

II. Should two or more strokes have been made previous to the discovery, the reckoning cannot be disturbed, and the player may continue his run with the same ball, or he may have the balls changed. The same privilege is extended to the opposing player when his turn comes to play.

III. Should it be found that both players have used the wrong ball successively, he who was first to play with the wrong ball cannot put in a claim of foul against his opponent, as the latter, in using the wrong ball, was simply playing from his proper position on the table.

[It is the position of the cue-ball, and not its mere color or designation, that governs. Aside from this, before one player can charge another with error, it must be shown that no act of his contributed to that error.]

IV. Though the striker, when playing with the wrong ball, cannot count what points he may make, except in those cases mentioned above, nevertheless, whatever forfeitures he may incur while playing with the wrong ball, he is bound to pay, as if he had been playing with his own.

V. Should, however, both the white balls be off the table together, and should either player, by mistake, pick up the wrong one and play with it, the stroke must stand, and he can count whatever he has made.

[As he plays from his proper position, it is immaterial, because no advantage is to be gained, which ball he uses. In this case, as in the others where it is permitted to play with the wrong ball, the balls should be changed at the conclusion of the run. This will prevent confusion and disputes.]

VI. If the striker play at a ball before it is fully at rest, or while any other ball is rolling on the table, the stroke is foul.

VII. If, after going into a pocket, a cue-ball or an object-ball should rebound and return to the bed of the table, it must be treated as a ball not pocketed.

VIII. If the player, when playing with the butt or side of his cue, does not withdraw the butt or side before the cue-ball touches the first object-ball, the stroke is foul.

IX. A stroke made while a red ball is off the table, provided its spot is unoccupied, is foul. When its proper spot is occupied, the red must remain off the table until its spot is vacated and all the balls have ceased rolling. (See following law.)

14. If the game being played is one in which hazards, or pockets, do not count, a red ball that has been pocketed or forced off the table shall be spotted on another spot, provided its own is occupied, and provided, also, the non-striker's ball is off the table at the time. If the light-red, it shall be placed on the dark-red spot; and if that spot is occupied, the light-red shall be placed on the pool spot at the foot of the table. If the dark-red, it shall be placed on the light-red spot, &c. If both reds are off the table at the same time, and their spots are occupied by the two whites, one of the reds may be placed on the pool spot. The other must remain off the table until its proper spot is vacant.

[Where hazards are played, there is no necessity for this rule. The old one, which still applies to hazard playing, was framed when the full game (*i. e.*, hazards and caroms) was in vogue in this country. The carom game has superseded the full game, and it has been found necessary to remodel this rule. It has often happened, under the rule relative to a pocketed red ball, that a carom could not by any possibility be made. For example, one player, in making a carom, accidentally holes his own ball and the dark red. The other white ball, which has also been struck, stops in such a position as to prevent the spotting of the red. The incoming player, who did not contribute in anyway towards the mishap, or, it may be, misplay of his opponent, and should not be made

to suffer therefor, has but *one* ball at his command. How is he to make a carom? In the old or full game, he could count by pocketing the light-red: but in the carom game he can make no count whatever. As the spirit and intent of Billiards is to count, it needs no argument to convince the reader that that system of play must be false which at any time makes counting an utter impossibility. It is partly with this view that the rule relative to balls in fixed contact has been amended so that a count may be effected when, through an inequality in the cloth or balls, the cue-ball adheres to two or more others, thus precluding either a carom or a hazard.]

15. If, after making a successful stroke, the player obstructs or otherwise affects the free course of any ball in motion, the stroke is foul, and he cannot score the point made thereby.

16. A touch is a shot. And if, while the balls are at rest, a player touches or disturbs any ball on the table other than his own, it is foul. He has, however, the privilege of playing a stroke for safety, provided his own ball has not been touched, but he can make no count on the shot.

17. In playing a shot, if the cue leaves the ball and touches it again the stroke is foul.

18. If the striker, through stretching forward or otherwise, has not at least one foot on the floor while striking, the shot is foul, and no points can be reckoned.

19. If, when the player's ball is in hand, he does not cause it to pass outside the string before touching any of the object-balls or cushion (except in the case mentioned in the following rule) the stroke is foul, and his opponent may chose whether he will play with the balls as they are, have them replaced in their original positions, or cause the stroke to be played over, or, should the players make a losing hazard under such circumstances, the penalty may be enforced.

20. Playing at a ball whose base or point of contact with the table is outside the "string," is considered playing out of the "string;" and the stroke is a fair one, even though the side which the ball strikes is hanging over, and therefore within the "string."

21. Playing directly at a ball that is considered in the "string" is foul, even though the cue-ball should pass wholly beyond the "string" line before coming in contract.

22. Giving a miss inside the "string," when the player is in hand, is foul. But he may, for safety, cause his ball to go out of the "string," and return.

23. If a player alters the stroke he is about to make, at the suggestion of any party in the room—even if it be at the suggestion of his partner in a double match—the altered stroke is foul.

24. Placing marks of any kind whatever, either upon the cushions or table, is foul; and a player, while engaged in a game, has no right to practice a particular stroke on another table.

ON CASES WHERE THE BALLS ARE IN CONTACT.

25. When the cue-ball is in contact with any other ball, the striker may effect a count either by playing first upon some ball other than that with which his own is in contact, or by playing first against the cushion, or by a *masse*. In either of the two last-mentioned cases, it is immaterial which ball the returning cue-ball strikes first.

[At the request of a majority of the leading players, amateur and professional, the rule observed since 1858, under which no count could be effected unless the striker first played upon some ball other than that with which his own was in contact, has been amended as above. The new rule went into effect January 1, 1867.]

26. Should the cue-ball be in contact with all the other balls on the table—or, if with two balls only, while the remaining ball is on the table, in such a way that the striker cannot play either on the free ball or the cushion *first*—it shall be optional with him to have all the balls taken up and the reds spotted as at the commencement of the game. It shall also be at his option to take the lead himself or compel his opponent to lead.

[This is the same as starting the game anew, except that there is no occasion to "string" for the lead and choice of balls. The sharper's trick of first betting that he can so place the four balls that his dupe can make no legitimate count off of them, and then surrounding the cue ball with the other three in firm contact, is thus done away with.]

ON WITHDRAWING FROM, WITHOUT FINISHING, A GAME.

27. In any one, or all of the foregoing cases, if the discourtesy be persisted in, the party aggrieved is at liberty to withdraw, and the game shall be considered as drawn, and any stakes which may have been depending on it must be returned.

I. The player may protest against his adversary's standing in front of him, or in such close proximity as to disarrange his aim.

II. Also, against loud talking or any other annoyance by his opponent, while he is making his play.

III. Also, against being refused the use of the bridge, or any other of the instruments used in that room in playing, except where a special stipulation to the contrary was made before commencing the game.

IV. Or in case his adversary shall refuse to abide by the marker's, referee's, or company's decision on a disputed point, which it was agreed between them to submit to the marker, or company, for arbitration.

28. Should the interruption or annoyance have been accidental, the marker, if so requested by the player, who is entitled to repeat his stroke, must replace the balls as near as possible in the position they occupied before the player made the stroke in which he was interrupted.

ON CASES IN WHICH THE MARKER MUST REPLACE THE BALLS, IF CALLED ON, AS NEARLY AS POSSIBLE IN THEIR FORMER POSITION.

29. In the case mentioned in the preceding rule.

I. Where any of the balls, when at rest, are moved by accident.

II. Where any of the balls, while rolling, are suddenly obstructed either by accident, or design on the part of any person other than the player. In this case, the marker, if so requested by the players or referee, shall place the interrupted ball as nearly as possible in the situation which it would apparently have occupied had it not been stopped.

IV. Where the cue-ball, resting on the edge of a pocket, drops into it before the striker has time to play.

V. Where the object-ball, in a similar position, is rolled back into the pocket by any of the ordinary vibrations of the table or atmosphere.

VI. In all the cases aforementioned, where it is specified that in consequence of a foul stroke the player's opponent shall have the option, either of playing at the balls as they are, or causing them to be replaced by the marker.

VII. When either or both of the red balls are pocketed, or forced off the table, it is the marker's duty to spot them before another stroke is played—except (the game being played in caroms and pockets) the spot appropriate to either be occupied by one of the playing balls, in which case the red one must be kept in hand until its position is uncovered.

VIII. If, after playing a ball, the player should attempt to obstruct or accelerate its progress by striking it again, blowing at it, or any other means, his opponent may either play at the balls as they stand, or call upon the referee or marker to replace them in the position they would otherwise have occupied.

IX. It is the duty of each player to see that a ball is properly spotted before the next stroke is made. As in the case where a player is in hand, a claim of foul, after the cue-ball has been struck in the one instance, and the red ball disturbed in another, cannot be entertained. All claims to the effect that the red ball is not on its spot, or that the striker's ball is not inside the "string" when he is about to play after having been in hand, should be made *before* the stroke is played, as it can seldom be decided, *after* the stroke, whether there was any ground for the claim.

ON THE DUTY OF PLAYERS TO EACH OTHER.

30. Each player must look after his own interest, and exercise his own discretion. His opponent cannot be compelled to answer such questions as, "Is the ball outside or inside the string?" "Are the balls in

contact?" and so forth. These are questions for the player's own judgment to decide.

31. When the cue-ball is very near another ball, the player must not play directly upon that ball without having warned his adversary that they do not touch, and given him or his umpire time to be satisfied on that point.

[As, in the event of his ball being "fast," the only effect would be to prevent his playing directly upon that ball, it is the striker's privilege to play, and without giving warning, upon some other ball that is manifestly at a distance from his own.]

32. It is obligatory upon the adversary or umpire to call "time" or give some other notice of his approach, if, while the player is preparing to make a stroke, either of them desires to look at the balls, or submit a question to the referee.

33. Each player should attend strictly to his own game, and never interfere with his adversary's, except in the cases mentioned in Law 29, Paragraph IX., or when a foul stroke or some other violation of these rules may call for forfeiture.

ON THE DUTY OF THE MARKER AND THE SPECTATORS TO THE PLAYERS.

34. In a single game, no one, except the player and his umpire, has a right to interfere with the play, or point out an error which either has been or is about to be committed. The player to whose prejudice the foul stroke is being or has been made should find that out for himself.

35. Even after a stroke has been made, no one in the room has any right to comment on it, either for praise or blame: for the same stroke may occur again in the course of the game, and the player's play may be materially altered by the criticism to which he has just been listening.

36. Let the marker and spectators keep their places as much as possible, for if they crowd or move around the table they are *liable* to interfere with the players, and certain to distract their attention.

37. When the spectators are appealed to by the marker or referee for their opinion on a point which he has been asked, but finds himself unable to decide, such of them as are well acquainted with the game should answer according to the best of their knowledge and belief. Those who know little or nothing of the game would oblige themselves and others by at once confessing their incompetency. Either they may not have seen the disputed stroke, or, seeing it, may not have been familiar with its merits.

ON THE MARKER'S DUTIES IN PARTICULAR.

38. **The marker's duties may be thus summed up:**

I. To proclaim each count in a voice that can be heard by the player at his own table.

II. To post the total run made by each player before the next begins to strike.

III. To spot the balls when necessary.

IV. To furnish the bridge and other implements of the game, when called for.

V. To see that the player be not obstructed in his stroke by being crowded by the spectators.

VI. To decide without fear or favor all questions of order and fairness which shall be officially laid before him for his opinion. But,

VII. Let him never volunteer a remark upon any portion of the game.

VIII. Let him never touch any but a pocketed ball himself, nor allow any other person except the players to touch one, except when officially called upon to replace the balls, as specified in Law 28, or when asked to decide as to which is the ball that properly belongs to the player. In this case, should the spot be turned down on the table, he may lift the ball to ascertain the fact—but never let him touch them voluntarily.

IX. Finally, when called upon to decide a disputed point, when there is no umpire or referee appointed, of which he has no personal knowledge—the fairness of a shot which was made when he was looking elsewhere, for instance—let him proclaim silence, and take the opinion of such of the company as avow themselves competent to judge. The voice of the majority should be allowed to settle all debate; but should their decision be flagrantly in conflict with any of the well-known and admitted rules hereinbefore laid down, the party who fancies himself aggrieved may give notice of appeal, to lay the question before what the lawyers would call "a jury of experts" of the recognized rules. This appeal is final; but it must be made, and the decision given, before another stroke is played.

INSTRUCTIONS TO THE MARKER.

39. In keeping count of the American, or four-ball game,

I. Give the striker TWO for pocketing his opponent's ball, or for caroming on a white and red.

II. Give him THREE for each red ball pocketed, or for a carom on the two red balls.

III. Give him FOUR for caroming on a red and white, and pocketing his opponent's ball.

IV. Give him FIVE for caroming on all the balls, no matter in what order they are touched; also FIVE for pocketing a red ball and caroming on his opponent's, and FIVE for caroming on the two red balls and pocketing his opponent's.

V. Give him SIX when he caroms on the two red balls, and pockets one of them.

VI. Let him have SEVEN when he caroms on a white and red ball, and pockets both; the same when he caroms on all the balls, and pockets the white.

VII. For pocketing one of the red balls, and caroming on all the others, let him have EIGHT; also for caroming on the two reds, pocketing one of them, and also his opponent's ball.

VIII. Give him NINE for caroming on the two reds, and pocketing them both.

IX. For caroming on all the balls and pocketing a red ball and his opponent's, give him TEN.

X. For caroming on all the balls and pocketing the two reds, let him have ELEVEN.

XI. Let him have THIRTEEN (the highest figure that can be won by one stroke in this game) when he caroms on all, and pockets all the balls, except his own.

XII. Give his adversary ONE when the player makes a miss, or fails to hit any of the balls on the table with his own.

XIII. Give his opponent TWO when the player's ball jumps over the side of the table, or lodges on the top of the cushion after it has struck a white ball; TWO, also, if the player pockets his own ball after touching his opponent's.

XIV. The opponent takes THREE when the striker pockets his own ball, without touching any other on the table, or after it has touched a red; or causes it to jump off the table or lodge on the cushion, under the same circumstances; or, in opening the game, goes into the pocket after having touched a red first and afterwards the white.

FURTHER RULES FOR THE FOREGOING GAME,

WHEN PLAYED AS A FOUR-HANDED MATCH.

40. In a four-handed match—two playing in partnership against two—the foregoing rules of the single game must be substantially observed, with the following additions:

41. In this double match the player's partner is at liberty to warn him against playing with the wrong ball, or playing, when his ball is in hand, at an object-ball within the string; but he must *not* give him any advice as to the most advantageous mode of play, &c., &c., except it has been otherwise agreed before the opening of the game.

FURTHER RULES FOR THE SAME GAME, IF PLAYED BY THREE INDEPENDENT PLAYERS.

The rules of the single American game are substantially binding on the three-handed game, with the following additions, to meet the increase of players:

42. The players commence by stringing for the lead, and he who brings his ball nearest to the cushion (as in the single game) wins the choice of lead, balls and play; and he who brings his ball next nearest to the cushion has the next choice of play.

43. All forfeitures in this game count for *both* of the opponents, at the same rate as in the single-handed game.

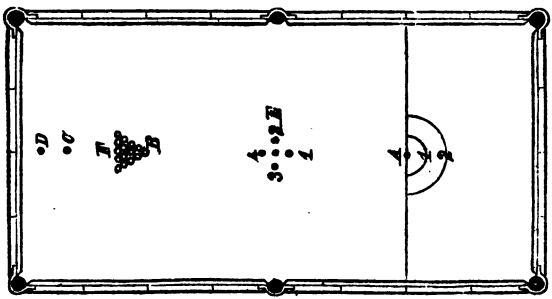
44. He who can first make sixty-six points is out; the other two continue until one reaches the hundred.

45 When the first player has made sixty-six, thus winning the game, the next player adopts his ball, as that ball is entitled to its run, and also to the next play.

46. If the player should cause both his opponents to become sixty-six by a forfeiture, neither of the parties can claim game thereon, but must win it by their next count. But if only one of the opponents be in a position to become sixty-six by a forfeiture, then the forfeiture reckons as usual, and that opponent wins the game when such forfeiture is made.

POSITION OF THE DIFFERENT SPOTS ON THE BILLIARD TABLE—ALSO THE SEMICIRCLES OR PLAYING POINTS FOR THE ENGLISH AND FRENCH GAMES.

The letters A, B, C, and D, on the annexed diagram, show the position of the *spots* on the Billiard table. In placing them, a line is drawn down the centre of the table, from the centre nails or sights in the *head* and *lower* cushions; another line is then drawn from the centre sights in the *side* cushions, across the table, and where the lines intersect, the



spots are placed. The spot at A, being next the *head* of the table, is the light-red spot, and an imaginary line across the table at this point is the *string*; the spot at B is the dark-red spot.

The spot at C is the English spot, which is to be thirteen inches from the *end* or lower cushion, and is used in playing the English game, but in this country it is generally put about nine inches from the lower cushion.

The spot at D is for Two-ball Pool and Pin Pool, and is placed about five inches from the lower cushion.

E shows the pin pool spots, that in the centre being number five; each of the others should be placed about two and a half inches from it, in the position represented on diagram.

F shows the position of the balls in playing Fifteen-ball Pool. The balls are placed in a triangular frame, so as to insure exactness—the base of the triangle being parallel with the end, or lower cushion of the table. The highest number—fifteen—should be placed on the deep-red spot at B.

Figures 1 and 2 show the positions of the semicircles, or playing points for the French and English games respectively.

The semicircle for the French game is drawn with a radius of six inches.

In playing the English game, the semicircle is drawn from the light-red spot, with a radius of ten inches. In England, the spot is placed two feet six inches from the cushion.

THREE-BALL CAROM GAME.

This game is played with three balls, two white and one red.

The red is placed on the spot assigned to the deep-red in the American four-ball game. At the commencement of the game, one of the white balls is placed on the light-red or upper spot, connected with which is a described radius or semicircle of six inches. (See A, 1, 2, on the diagram, page 325.) The other white ball, being in hand, may be played from any part of this semicircle, which answers for what in the four-ball game is known as "the string." And whenever the cue-ball is in hand, the player has the right of so playing it.

THE LAWS OF THE THREE-BALL CAROM GAME.

In France, where the game had its origin, there is no standard code of rules to govern it. In this country, the following rules are observed: Points are reckoned by caroms, which ordinarily count one point each. When more than one point is counted for a carom, it is customary to exact a forfeiture of one point for every miss.

1. The game is begun by stringing for the lead and choice of balls, as in the Four-ball game, the same regulations governing. In "stringing" the players should endeavor to strike the cue-balls simultaneously; and he whose ball stops nearest the cushion at the head of the table, shall have the choice either of playing first, or of making his adversary do so—a privilege which thereafter shall belong to both players alternately.

2. Unless a special agreement be entered into between the players

and the table-keeper, the game commonly consists of twenty-one points, if each carom counts one only; and of forty-five when each carom counts two, and misses are scored.

3. The first to play places his ball in any part of the semicircle, at his option. He then plays at the ball on the deep-red spot, and has no right to hit the white first without having caused his ball to touch the cushion at some point outside of the "string."

4. Player No. 2, whose ball has been placed on the spot, plays in his turn. On a carom table, he has the right to play on either ball, even though both should be within the "string." On a pocket table, it is his privilege to have the red placed on its appropriate spot, or he may elect to play the balls as they are. Should he adopt the latter course in this instance, or at any other time he happens to be in hand on a pocket table, he must, before hitting either of the balls in the "string," cause his own to pass outside.

5. When a player is in hand on a carom table, and the other balls are within the "string," he may play directly upon either. But on a pocket table, he can only play as described in Law 4. Furthermore, he must confine his ball to the semicircle, and not let the lower half of his body pass beyond the right line which the edge of the side cushion would describe if prolonged.

6. The player must have at least one foot on the floor.

7. A ball exactly on the "string line" is considered within the string.

8. The carom is good, and the points count for the player, even though his ball should be lost; and he continues to play.

[A ball is considered lost which goes into a pocket, jumps off the table, or remains on a cushion.]

9. A pushing stroke subjects the player to the loss of the point or points he may have made by that stroke, and puts his ball out of hand.

10. A player who plays before all the balls have ceased rolling, loses his stroke, and his hand is out.

11. When the cue-ball is in contact with one or more balls, all are taken up and placed as at the commencement of the game; and the player, being considered in hand, continues his play.

12. If the balls are disturbed accidentally, through the medium of any agency other than the player himself—as, for instance, through the interference of his opponent, or the marker, or other outside party—they must be replaced, and the player allowed to play.

13. If in playing, or after having played, the player disturbs any ball other than his own, he cannot make a counting stroke, but he may play for safety.

14. A player has no *right* to disturb the balls, and ought not to do it without the consent of his adversary.

15. When the cue-ball is very near another ball, the player ought not to play without warning his adversary that they do not touch, and giving him time to satisfy himself on that point.

16. Playing with the wrong ball is foul. The rules as to playing with

the wrong ball in the four-ball game, are applicable to the three-ball game.

17. Blowing on a ball, or using any other means to alter its course or position, is foul. If the player so offending is in play, he must yield the table to his adversary, should the latter demand it. In all cases, the opposing player shall have the privilege of either having the ball or balls replaced, or played with as they are.

18. If a lost ball, in being put back on the table, disturbs another, the ball so disturbed must be put in its place again by the marker or referee, and the player whose turn it is to play shall proceed.

19. The red ball, being lost, and its spot being occupied, it shall be placed on the "string" spot; if this latter should happen to be occupied also, then the red shall be placed on the pool spot at the foot of the table. A white ball being lost, and its spot being occupied, shall be placed on the deep-red spot, or if that is occupied, on the pool spot, provided, that it is not the turn of the player, whose ball is lost, to play. In that case, there is no occasion for spotting the lost ball.

20. On a carom table, a lost white ball that has been placed on the "string" spot cannot be moved, after the opposing player has played a stroke while the ball was in this position. But on a pocket table, where the owner of a white ball that has been lost is compelled to play outside of the "string," he can, when his turn comes, play from any point within the semicircle, provided that his ball has not been struck by another. On a pocket table, it is held that a ball is in hand until it has been struck or moved from its position, it having been placed on the spot simply to afford the in-striker a chance to count. On the contrary, on a carom or pocketless table, custom has made the rule that a lost ball ceases to be in hand after one stroke has been played; and, in consideration of this ruling, the player, instead of being allowed to shift the position of his ball, is privileged, in this country, to play at any ball, irrespective of its being in or out of the "string," and regardless, also, of whether he stands at the head or at either side of the table.

[EXPLANATION.—The two rules last preceding may be further explained in this wise. Either on a pocket or a carom table, a ball that rolls on to and occupies the "string" spot, in the course of play, cannot be moved aside to permit the spotting of a white ball that has become "lost." The lost ball must be spotted on the dark-red, or the pool spot, as directed in Rule 19, if its owner is not entitled to the next play, or within the semicircle if he is. But when, on a carom table, a white ball has been placed on the "string" spot by either player, instead of having rolled thereon, it may be moved aside to accommodate a "lost" white ball, provided that subsequent to the placing of the ball mentioned *no stroke has been played*. In marked contrast with this, a white ball that has been placed on the "string" spot, *on a pocket table*, may be moved aside at any time in order to permit the spotting of a "lost" white ball, provided, always, that the first-mentioned ball has not been touched while occupying the spot.]

21. A player who abandons a game declares it lost by so doing.

THE ENGLISH GAME.

The English game of Billiards is played with three balls—two white and one red. The red is placed upon a spot thirteen inches from the lower cushion and midway between the corner pockets. The string is a semicircle, with a radius of ten inches drawn on the string line, from within any part of which the player has the right to play. A third spot is also placed in the exact centre of the table, midway between the side pockets. (See Diagram page 325.) This game is usually called the Winning and Losing Carambole game. This is the regular game palyed in England by two or four players. The game is made by winning and losing hazards, caroms and forfeits, and is usually played fifty up. When four players make a match, they play side against side, each player being allowed to instruct his partner; sixty-three points being the game. The following are the rules observed in the best clubs and by the best players:

THE LAWS OF THE ENGLISH WINNING AND LOSING CARAMBOLE GAME.

1. The game commences by stringing for the lead and choice of the balls.

[It is usual for the receiver of points to lead off.]

2. The red ball must be placed on the lower of the two spots at the bottom of the table, and replaced there when it is holed or forced off the table, or when the balls are broken.

[By "breaking the balls," is meant the placing of them as at the commencement of a game, and either striking the red or giving a miss, at the option of the player.]

3. The player who breaks the balls, leads off.

4. If a player makes one stroke in a game, he must finish that game, otherwise he loses it.

5. If the striker make any points by carom or hazard, he continues his game until he ceases to make points or gives a miss.

6. If, when the cue is pointed, the ball should be moved without the striker intending to strike, it may be replaced: and if not replaced before the stroke be played, the adversary may claim it as a foul stroke.

7. If a ball springs from the table, and strikes one of the players, or a by-stander, so as to prevent its falling on the floor, it must be considered as off the table.

8. If a ball runs so near the brink of a pocket as to stand there, and it afterward falls in, it must be replaced and played at, or with, as the case may be.

9. If a ball spin on the brink of a pocket, and, although stationary for a time, if the motion be not gone out of the ball, and it falls into the pocket, the hazard is scored.

10. If a ball lodges on the top of a cushion, it is considered as off the table.

11. After the adversary's ball is off the table, and the two remaining balls are either upon the line or within the baulk, the player whose ball is in hand must play outside from the semicircle, and if he fail to strike either of the balls in returning from the cushion, he loses one point for a miss.

12. A line-ball cannot be played at except by first striking a cushion outside of the baulk line, by the player whose ball is in hand.

13. All misses must be given with the point of the cue, and the ball struck only once; if otherwise given, the adversary may claim it as a foul stroke, and enforce the penalty—make the striker play the stroke over again, or have the ball replaced.

14. No score can be made by a foul stroke.

[It is called foul if a striker move a ball in the act of striking—or if he play with the wrong ball—or if he touch his own ball twice in playing—or if he strike a ball whilst it is running—or if he touch another ball—or if his feet are off the floor when playing. The penalty in all these cases is breaking the balls, and losing the lead. Enforcing the penalty for a foul stroke is entirely at the option of the adversary.]

15. If the adversary do not choose to enforce the penalty for a foul stroke, the striker may play on, and score all the points that he made by the foul stroke—which the marker is bound to score.

16. If the striker hole the white ball (the white winning hazard), or if he hole his own ball from the white ball (the white losing hazard), he gains two points; if he does both, he gains four points.

17. If the striker hole the red ball, he wins three; and if, by the same stroke, he hole his own from the red, he wins three more.

18. When the red ball is pocketed or off the table, and the spot on which it should stand is occupied by the white ball, it must be placed in a corresponding situation at the other end of the table; but if that should be occupied also by the other white ball, it must be placed in the centre of the table, immediately between the two middle pockets; and wherever it is placed there it must remain, until it be played or the game be over.

19. Two points are scored for every carom; two points for every white hazard, and three points for every red hazard.

Thus explained:

[If the striker play at the white ball first, make a carom and pocket his own ball, he gains four points; two for the carom and two for the white losing hazard. If he play at the white ball first, and pocket his own ball and the red one, he gains five points. If he play at the white ball first, make a carom, and pocket the red and white balls, he gains seven points. If he play at the white first, make a carom, and at the same time pocket his own and his adversary's ball, he wins six points: two for the carom, and two for each white hazard. If he play at the white ball first, and pocket all the balls without making a carom, he

gains seven points. If he play at the white ball first, makes a carom, and pocket all the balls, he gains nine points. If he play at the red ball first, and pocket it and his own ball, he gains six points. If he play the red ball first, make a carom, and by the same stroke pocket his own ball, he gains five points: two for the carom, and three for the red losing hazard. If he play at the red ball first, make a carom, and pocket the red, and the white ball, he gains seven points. If he play at the red ball first make a carom, and at the same time pocket his own and the red ball, he wins eight points; two for the carom, three for the red losing, and three for the red winning hazard. If he play at the red ball first, and pocket his own and the white ball, without a carom, he gains five points. If he play at the red ball first, and pocket all the balls, without a carom, he gains eight points. If he strike the red ball first, make a carom, and by the same stroke pocket his own and both the other balls, he gains ten points; the greatest number that can be gained by one stroke.]

20. If the striker, in taking aim or in the act of striking, move his ball, so as to strike the ball he is playing at, it is a stroke, and must pass as such, unless the adversary choose to let him play the stroke over again.

21. If a striker, in the act of striking, move his ball ever so little, it is a stroke.

[Except as provided by Law 6.]

22. If the striker miss the ball he plays at, he loses one point; and if by the same stroke his own ball runs into a pocket, he loses three points—that is to say, his adversary scores so many points. This is called a coup.

23. If the striker force his own or either of the other balls over the table, after having made a carom or a hazard, he gains nothing by the stroke, and his adversary plays on without breaking the balls.

24. If the striker wilfully force his ball off the table without striking another ball, he loses three points; but if the ball goes over by accident, he loses one point only for the miss.

25. If the striker play with the wrong ball, and a carom or hazard be made thereby, the adversary may have the balls broken; but if nothing be made by the stroke, he (the adversary) may take his choice of balls for the next stroke; and with the ball he chooses he must continue to play until the game is over.

[The playing with the wrong ball must be discovered before the next stroke is played, otherwise no penalty attaches to it.]

26. No person has a right to inform the adversary that the striker has played, or is about to play, with the wrong ball.

27. No person, except the adversary, has a right to inform the striker that he is playing with the wrong ball.

28. If the adversary do not see the striker play with the wrong ball, or, seeing it, do not choose to enforce the penalty, the marker is bound to score all the points that may have been made by the stroke.

29. If the striker's ball be in hand, and the other two balls within the baulk, and should he, by either accident or design, strike one of them, without first playing out of the baulk, the adversary has the option of letting the balls remain as they are, and scoring a miss—of having the ball so struck replaced in its original position, and scoring a miss—of making the striker play the stroke over again—or of making it a foul stroke, and breaking the balls.

30. If the striker's ball be in hand, he has no right to play at a cushion within the baulk, in order to strike a ball that is out of it.

31. If the striker's ball be in hand, and he, in playing from the baulk, should move his ball in the act of striking, it is a stroke, although the ball should not go out of the baulk. But the adversary may, if he choose, compel him to play the stroke over again.

32. If the striker's ball be near the ball he plays at, and he play the stroke with the point of the cue, it is fair; but if he play with the butt-end, the marker or referee may decide whether it be foul or fair.

[All strokes are fair with the point of the cue—so long as it be a stroke, and not a series of pushes.]

33. If the striker's ball be on the brink of a pocket, and he, in the act of striking, misses the hit, and, in drawing back his cue, knocks it (the ball) into the pocket, he loses three points—it being a coup.

34. If the striker, in giving a miss from the baulk, should let his ball remain in the baulk, without its having gone out, the adversary may either let it remain so, or compel him to play the stroke over again

35. If the striker, in giving a miss, should make a foul stroke, and his adversary claim it as such, and enforce the penalty, the miss is not scored.

36. No person is allowed to take up a ball without permission of the adversary.

37. If a player or other person move a ball by accident or design, or take it up supposing the game to be over, it must be replaced to the satisfaction of the adversary, or the balls must be broken.

38. If either player in any way obstruct the course of the ball, it is deemed foul, and the ball must be replaced, the balls broken, or the game forfeited.

39. No person is allowed to offer advice to the players during the progress of the game.

[But if a person be appealed to by one of the players, or by the marker, or referee, he has then a right to give an opinion, whether he be interested in the game or not.]

40. No person is allowed to walk about the room during the game, make a noise, or otherwise annoy the players.

PIN POOL.

The following rules are for the game, as played in New York and its vicinity, and may be adapted in the important matter of counts, forfeitures,

&c., to the game as played in all other parts of the Union. In Philadelphia, and other places, four balls are used in playing it. We shall therefore lay down rules for the regular game as played here; for to enter into all the varieties would be an endless task; and when once the general rules are understood, the different variations may be readily brought within its operation.

The game of Pin Pool, then, is played with two white balls and one red, together with five small wooden pins, which are set up in the middle of the table, diamond-fashion, as in the Spanish game. But in the latter game, each pin has the value of two points; while in this, each pin has a value to accord with the position it occupies.

4*

3* 5* 2*

1*

The pin nearest the string line is called No. 1; the pin to the right of it, No. 2; to the left, No. 3; the pin farthest from the string line, No. 4; and the central pin is No. 5; these numbers are generaly chalked on the table in front of each particular pin. (See Diagram page 325.)

The red ball is spotted about five inches from the bottom of the table, and midway between the pockets, on a line drawn down the centre.

Neither caroms nor hazards count; for pocketing your own ball, or causing it to jump off the table, or lodge on the cushion, or for missing altogether, you lose nothing. The only penalty is, that the ball so offending shall be spotted about five inches from the lower cushion, midway between the corner pockets.

When the pins are arranged, the rotation of the players is determined in the following manner:

A number of little balls (as many balls as there players) are dropped into a pocket, from which, after having been shaken, they are drawn at random by the marker and presented to the different players. These little balls are numbered one, two, three, &c., up to the number of players; and the number engraved on the ball which the marker hands to the player decides his position in the game, and the order of rotation.

After the order of play has been determined, each player receives from the marker a little number-ball, which is termed his private ball, the number of which is not known to any of his opponents.

The object of the players is to knock down as many pins as will count thirty-one, when the number on the private ball is added to their aggregate: thus, if a player's private ball be No. 9, he will have to gain twenty-two points on the pins before calling "Trente-un," and whoever first gets thirty-one points in this manner, wins the pool.

THE LAWS OF PIN POOL.

1. Player No. 1 must play with either of the white balls at the red, or place his own ball on the deep-red spot.

2. Player No. 2 must play at either ball, or spot his own ball on the light-red spot.

3. Players No. 1 and No. 2 may play from any part within the string. No. 2 can play on any ball outside the string, and should none be so situated, he may have the red ball placed on its appropriate spot.

4. After the second stroke has been played, the players in their order may play with or at any ball upon the board.

5. Unless the player has played on some ball upon the board before knocking down a pin, the stroke, under all circumstances, goes for nothing, and the pin or pins must be replaced. But should two balls be in contact, the player can play with either of the balls so touching, direct at the pins, and any count so made is good.

6. If a player, with one stroke, knocks down the four outside pins and leaves the central one standing on its spot, under any and all circumstances he wins the game.

7. But if the player has knocked down pins, whose aggregate number, when added to the number on his private ball, exceeds a total of thirty-one, except in case mentioned in Law 6, he is then "burst," and must then drop out of the game, unless he claims the "privilege." If he wishes to claim this, he must do so before another stroke is made, as otherwise he can only re-enter the game by the consent of all the players.

8. Players having bursted, can claim privilege" as often as they burst; and when privilege is granted, the player draws a new private ball from the marker, and has then the option either of keeping that which he originally drew, or adopting the new one then drawn; but one or other he must return, or else he cannot, under *any* circumstances, be entitled to the pool.

9. Every privilege taken succeeds the last number of the players in the order of its play. Thus, if there are ten players, and No. 2 bursts, he appears again under privilege, as No. 11, and follows No. 10; and all the players that are burst after him, will have to follow No. 11, in the order of their re-entry into play. So that if it be the highest number in the pool that bursts, he will follow on immediately after choosing his private ball.

10. If a player make a miss, or pocket his own ball, or cause it to jump off the table or lodge on the cushion; or if, after jumping off it should be thrown back upon the table by any of the bystanders—under any of these circumstances, the ball must be placed on the spot five inches from the bottom cushion on the central line—or should that be occupied, then on the deep-red spot—or should that also be occupied, then upon the light-red spot.

11. Should the spot appropriated to any of the pins which have been knocked down, be occupied by any of the balls, said pin must remain off until its spot is again uncovered.

12. If a player has made thirty-one, he must proclaim it before the next stroke is made—for which purpose a reasonable delay must be

made between each play, more especially in the latter portion of the game. But if a player has made thirty-one, and fails to announce it before next play (a reasonable time having passed), then he cannot proclaim the fact until the rotation of play again comes round to him. In the meanwhile, if any other player makes the number and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed before.

13. Merely touching a pin or shaking it, goes for nothing, and the pin must be replaced on its spot. To count a pin, it must be either knocked down or removed two full inches from the spot on which it stood, in which case it shall be counted, even though it maintains its perpendicular.

14. A player cannot use any count he may have made by playing out of his turn; but if he has made pins enough to burst him by such stroke, the loss is established, unless in cases where he was called on to play by some other of the players, or the marker, who either believed or pretended it was his turn. In such case he cannot be burst by his stroke, and he whose turn it was to play, plays next in order.

15. Pins which have been knocked down by a ball whose course has in anywise been illegitimately interfered with, do not count; nor can pins knocked down by any other ball set in motion by the same play, be reckoned.

16. If a ball jump off the table and be thrown back by any of the bystanders in such a way as to knock down pins, such pins do not count, and the ball must be spotted as aforementioned, and the pins replaced. But if any other ball set in motion by the same stroke gets pins, the pins so made by the other ball must be reckoned.

17. If the marker finds that there are any of the private balls missing, it is then his duty to announce the number of the missing ball; as in no case can a player having that ball, or more than one private ball in his possession, win the pool. His other duties consist of keeping and calling the game at each stroke, and seeing that the pins and balls be spotted when and as required.

18. A player taking a privilege is entitled to a strike, to secure his stake to the pool.

FIFTEEN-BALL POOL.

This is an excellent game for the novice—full of pleasant excitement, and offering better opportunities for hazard practice than almost any other on the board.

As its name imports, there must be fifteen object-balls employed in playing it—balls made expressly for the game, and numbered from 1 to 15. These balls are placed in the form of a triangle upon the table—a wooden frame being employed to save trouble and insure correctness. (See B. F. diagram, page 325.) The deep-red ball, inscribed with the highest number, occupies its usual place upon the board, and forms the apex of the triangle, pointing upwards towards the string. Each player is to pocket as many balls as he can, the number on each ball pocketed

being scored to his credit; so that not he who pockets the largest number of balls, but he whose hazards when added up yield the largest total, will win the game. Thus, A might pocket all the balls numbered from 1 to 7, and his total would be but 28; while B, with a better eye to the main chance, would walk away from him by pocketing the two balls marked 14 and 15, giving a total of 29.

There is only one cue-ball (the white) used, each player playing with it as he finds it on the table, or from behind the string, if it be in hand.

THE LAWS OF FIFTEEN-BALL POOL.

1. The order of playing may be settled as for Pin Pool. The player plays from behind the string, as in the ordinary game, and may miss if he likes—but the miss, and all misses at this game, will score *three* against him. The other players follow him in their order of rotation.

2. The player, if it pleases him, may use either the butt of the cue or the mace; and jam his own ball against the others, not being obliged to withdraw the mace or cue before the cue-ball comes in contact with the object-ball.

3. As the sum total of the figures on the fifteen balls amounts only to 120, of which 61 is more than half, whoever makes the latter number first is winner, and may claim the stakes.

4. Three points are deducted from a player's score, for making a miss or a losing hazard, or forcing his own ball off the table.

5. If the player pockets one or more of the object-balls and his own ball at the same time, he cannot score for the numbered balls, which must be placed on the spot, or in a line behind it, if the spot be occupied, and he forfeits three for his losing hazard.

6. A hazard is good in this game, even when the cue and object-balls are in contact.

7. As in the ordinary game, the player, when the cue-ball is in hand, may play from any place within the string at any object-ball outside it.

8. And should none of the object-balls be outside, he may spot that which is nearest out of the string on the deep-red spot, and play accordingly.

9. Should there be a tie between two or more of the highest players, its decision may be referred to the succeeding game; and whoever counts highest in that, shall be declared the victor of the former one, totally independent of the game that is then on hand. A man might thus win an undecided game of Fifteen-ball Pool by scoring one in the succeeding game, provided neither of his adversaries who tied him scored anything at all.

10. Should they again be tied in the second game, it may be referred to a third

11 Should the striker, while taking aim or *preparing* to play, disturb any ball on the table, the stroke is foul. If the cue-ball was disturbed, it shall be accounted a stroke, and he forfeits three if the

cue-ball touched no other. If it is an object-ball that was disturbed, he may play a stroke for safety, but can make no count.

12. Should he by chance disturb any other ball than his own, *after* he has made his stroke, it is not foul. After the ball or balls are replaced in their proper positions, he may continue his play.

13. Should a player play out of his turn when not called on to do so, it is foul, and the balls should be replaced in their original position, and he whose turn it was to play, plays.

14. But should a player be called on to play, and he makes more than one stroke before being checked, even if it should be out of his turn, the strokes so made are fair, and he is entitled to any counts he may have made by such strokes.

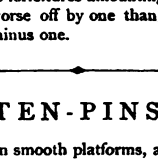
15. Should any of the balls on the table be accidentally disturbed by any other person than the player, they should be replaced, as near as possible, in their proper positions, and the player allowed to continue.

16 All rules governing the regular American game of Billiards not conflicting with these apply to this game also.

17. This game is sometimes played for small stakes, but more frequently the only issue to be decided is—who shall pay for the use of the table? This charge must be met by the player who has the lowest count, and it is quite possible in this game for a player's count (owing to forfeitures of various kinds) to be half a dozen or a dozen worse than nothing. Thus, if A had neither won nor forfeited anything, while B had pocketed balls 5 and 3, but had also made three forfeitures—B would have to pay, as his forfeitures amounting to 9 and his assets only to 8, would leave him worse off by one than A, who stood at simple zero, while B was zero minus one.

TEN-PINS.

THIS game is played on smooth platforms, about sixty feet in length and four in width, called "alleys," at the end of which the pins, ten in number, are set up in a triangular arrangement, with the apex of the triangle toward the player, as in the diagram. The foremost pin is



called the *King-pin*. At the end of the alley there is a padded cushion to stop the balls sent down the alley. Each player in the match game has ten rolls, with three balls, if requisite, to each roll, making thirty

balls in all, and the game is kept on a slate or black-board, with ten divisions for each player, each division representing the aggregate number of pins knocked down with the balls of that division. If a player knock down all the pins with one ball, it is called a ten-strike, and entitles him to a *double spare*, or two spare balls, and he may score what he makes with the two first balls of the next division, in addition to the ten already obtained; thus—if he make nine with the next two balls, he scores nineteen in his first division, and then counts in the second division what he may make with the three balls. If a player knock down the ten pins with two balls, it is called a spare, and he counts, in addition to those ten, the pins knocked down by the first ball of the following division.

For example: we will suppose a player commencing on his first division of three balls. He rolls the first ball and makes a strike. The marker places a ⁑ over his first division, showing that the player has made ten already towards his count on that division, which, as far as balls are concerned, is ended. The player then commences to roll for the second division, the *first* ball of which knocks down five pins: the *second*, three pins. The result of these two balls is then added to his ten-strike, making eighteen to be scored to his first division. With his third ball he makes one pin—this is added to the two previous balls, making nine to score to his second division, which would then be marked twenty-seven—each division including the score of all divisions before it.

In order to make the method of keeping score plain, we will suppose A to play the usual game of ten rolls, three balls to each roll. The progress of the game is marked on a slate or black-board ruled as follows: the letters A B C denoting the players; the numbers representing each a division or roll of three balls.

	A		B		C	
1	30	⁑				
2	58	⁑				
3	77	⁑				
4	86					
5	101	X				
6	108					
7	108					
8						
9						
10						

Suppose A starts his first ball and makes a ten-strike, this ends his rolling for the *first* division, which is marked with a double cross, ⁑ denoting ten towards the score of that division, with two balls to spare.

He now rolls the first ball of *second* division, again making a double spare—which is also marked against that division thus ⁑—he is now twenty good on the *first* division, and ten on the *second*. His rolling is over for the *second* division.

He now rolls the first ball of his *third* division, again making a double spare—marked as before. This ball completes his *first* division, which now gets scored thirty; makes him twenty towards his *second* division, ten on the *third*, and starts him on his *fourth* division with two balls to spare.

He now rolls his first ball on the *fourth* division, counting eight pins.

This finishes up his *second* division, with a score of twenty-eight, which, added to score of *first* division, gives him fifty-eight, and leaves his *third* division eighteen good.

Now for his second ball—this knocks down one pin, completing his *third* division, which gets nineteen—this, added to previous score, makes seventy-seven.

He now rolls the third ball, missing—making a total of nine for the *fourth* division—which now gets marked eighty-six.

He now commences the *fifth* division. First ball knocks down seven pins; second ball, three pins, giving him a single spare, marked with a single cross, thus, X.

He now rolls the first ball of the *sixth* division, making five pins—this completes *fifth* division giving him five on his spare ball, and making it fifteen, or altogether one hundred and one. With second ball he knocks down two more, and misses on his third—counting therefore only seven, this makes his sixth division one hundred and eight. The player on his seventh division was so unfortunate as to miss with all three balls—his *seventh* will therefore be marked the same as the sixth, one hundred and eight. It is unnecessary to continue this example any farther, as the illustration already given covers all contingencies in scoring.

From the foregoing example it will be seen that each round does not necessarily require three balls—but ends when the pins are down with less than three balls. It will also be seen that if a player makes ten ten-strikes in succession, he is entitled, after the tenth only, to roll his two spare balls, which, if also ten-strikes, will give him three hundred points—the highest score that can be made.

The above method of scoring is technically called "Counting old and new," and is generally adopted. If two or more players use the same alley, it is usual for each to roll the divisions one at a time in turn.

THE LAWS OF TEN-PINS.

1. Ten rolls constitute a game.

2. Each division or roll consists of three balls, unless the pins are all down in less—a ten-strike, or a spare ends a roll.

[This must not be understood to have any reference to the *score* of a division, which, in case of a double or single spare, is dependent on subsequent play.]

3. Any number of players not exceeding five may play on a side, and the side making the lowest aggregate of pins must pay for the game.

4. Ties must be decided by a single ball.

5. In rolling, no player must advance beyond the line on the alley when delivering a ball.

[The line alluded to in the above law, is a chalk mark usually drawn across the player's end of the alley, as a limit beyond which players cannot pass while delivering a ball.]

6. Pitching or lofting the balls is not allowed, and any player persisting in doing so (after having been warned) forfeits the game.

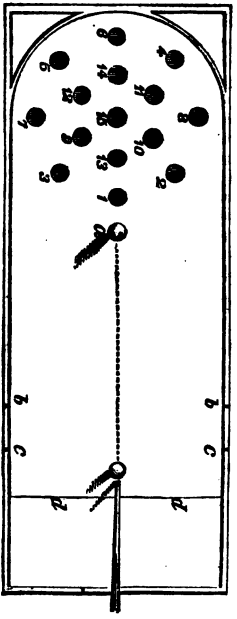
7. All pins that are down count for the player, whether knocked down by the ball on its direct course, or on a rebound, or by dead-wood.

[A pin or pins knocked down, and remaining on the alley are termed *Dead Wood.*]

8. The marker, by agreement among the players, may decide any disputed point, and his decision is final.

BAGATELLE.

BAGATELLE is to Billiards, what Draughts is to Chess, and he who plays the superior game seldom practises much at the other. Bagatelle



is played on a table smaller than that for Billiards, cushioned and semi-circular at one end, and with cups, instead of pockets, set flush with the table, into which the ivory balls are driven with the cue. These pockets are nine in number in the small table, which is about ten feet long, and are set equidistant from each other, one in the centre and the others arranged around it, at the semi-circular end of the table. The playing is done from the other end. In the larger table, which is from twelve to fourteen feet long, the cups are fifteen in number. Each of these is numbered—the centre being the highest, and the number of the cup counts for the player who puts a ball in it. The accompanying diagram represents a fifteen-hole table. The balls are nine in number, two colored and seven white. In this article we will suppose the game is being played upon a nine-hole table.

The several games played on the Bagatelle board are—La Bagatelle (usually called the English game), Bagatelle à la Francais (known generally as the French game), Sans Egal, Mississippi, and Trou Madame. Besides these, there are the Carom and the Irish games. Let us take them in the order here set down.

LA BAGATELLE.

THIS game is played by any number of players, from two upwards, with nine balls, two of which are usually colored and count double.

The red ball is placed on the spot *a*, and the player strikes at it with the other colored ball, endeavoring to hole it and his own ball by the same stroke. He then plays with the other balls successively until the whole nine have been sent up the table.

Any number of rounds may be played as agreed on at the commencement of the game, and he who obtains the greatest score wins the game.

If the ball struck at rebounds from the cushion and passes the string line, it is taken up and is considered lost for that round. Sometimes two lines, *b b* and *c c*, are drawn across the table, one to determine the string and the other the lost balls.

This is an extremely easy game to play, and we have seen some persons so extremely dexterous as to be able to fill all the holes, with the colored balls in the eight and seven, in a single round. The colored balls counting severally sixteen and fourteen, it is possible to obtain sixty in a single go; or if the red ball were placed in the centre hole (the nine) and the black in the eight hole, you may even score as many as sixty-two. But such score is very unusual; a hundred in three goes being considered good play. The stroke for Bagatelle must be much more easy and gentle than that for Billiards; but what we have said with regard to this will apply equally to both games. The score is sometimes marked on the board itself, by means of pegs and holes along the edges.

THE FRENCH GAME.

The game is usually a hundred up, and may be played by two or more players; two or four is the usual number. The score is taken, as in La Bagatelle, from the figures marked within the cups.

The red ball is placed on the spot, and he who has the break strikes at it with the other colored ball. If he succeeds in holeing a ball at the start, he goes on till he fails; his adversary then plays, and so on alternately, till the number determined on is obtained. He who first gets that number wins the game.

While either of the colored balls remain out of a hole it must be played at, and he who fails to strike it, forfeits five to his adversary.

If both reds are holed, the nearest white ball, if any, must be played on. Missing a white ball counts one to the adversary.

Knocking a ball off the table is usually a forfeit of five, though in some rooms no penalty is enforced.

If a ball lies over a hole, and does not immediately fall into it, the adversary may say—"I challenge that ball;" when, if it drops into the cup (from the vibration of the room or table, etc.), it must be replaced. This rule also applies to La Bagatelle or any other Bagatelle game.

SANS EGAL.

This game is not often played, though it is very amusing. It is a good game for two players.

Each player chooses four balls; and the red ball is placed on the spot.

The player who has the lead strikes at the red, and if he hole it adds the number it makes to his score, as well as any losing hazard he may make.

The two players then take alternate strokes, and he who makes the greatest number of points in one round wins the game.

So long as the red ball is in play it must be struck at, under a forfeit of five points.

To hole his adversary's ball counts against the striker

MISSISSIPPI.

This game is played by means of a bridge placed across the board, and a couple of little cushions against the side. Each player strikes his ball against one of the cushions, so as to make it rebound or carom on to the bridge, each arch of which bears a particular number. When the ball passes through the bridge, the player reckons the number of the arch to his score; and he who obtains the highest number in two or more rounds wins the game.

TROU MADAME

Is played in exactly the same way as Mississippi, except that the balls are played direct at the bridge from the string, without the small cushions.

THE CAROM GAME

Consists entirely of caroms, and may be played any number up. It is played with three balls. There is not much art in making caroms on a Bagatelle board.

THE IRISH GAME

Consists of caroms and winning hazards only. It is played with three balls, the carom counting two, and the hazard as many as is marked in the cup. If the player's own ball falls into a hole, it counts to his adversary.

There are two or three other games on the Bagatelle board, but they are too simple to need explanation.

RUSSIAN BAGATELLE, OR COCKAMA-ROO TABLE.

The board used for this game is about four feet six inches long, and two feet four inches wide, and is lined with green cloth.

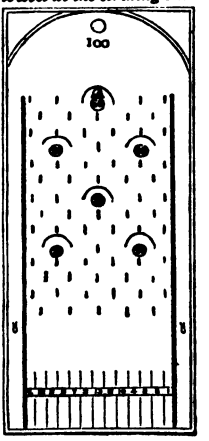
DESCRIPTION OF THE BOARD.

The hole marked 100 is a cavity for the red ball, to be placed in at the commencement of the game *only*. It counts 100, as marked inside.

The arch, with the bell suspended, if rung by any ball passing through it, counts double for whatever that ball may score by the stroke. If it does not pass through, but falls into the cup beneath the bell, it counts only as marked, namely, 50.

The other arches with cups beneath them count only as they are marked, namely, 20 on the sides, and 25 in the centre. The pegs are brass pins standing up about one and a-half inches in height On one side of the board are slightly indented spots into which the balls are projected. At the end are cavities into which the balls run, and which count according to the number placed above.

Elevated end of the board, which is an inclined plane, lowest at the striking end.



RULES OF THE GAME.

1. Commence the game by stringing for the lead, as well as for the choice of the balls and side of the board; whoever gets the highest number takes the lead.

2. The leader must place his ball in the cavity on the side of the board he selects, and play it up, counting the points he may make by the stroke; after which his opponent plays from the opposite side of the board, and so on alternately.

3. When a ball lodges on the board without going into a hole or running down to the bottom, the game must be continued with the other ball, each player using it alternately. Whoever removes the ball so lodged scores the number of points made by both the balls, and the game proceeds as at first. Should the balls be lodged on the board, that ball which was last stopped must be taken up and used to continue the game.

4. The player continues to lead as long as he can hole his ball in any of the cups.

5. The game to consist of one hundred or more, as may be agreed upon at the commencement.

6. If the player's ball ring the bell, that is, passes through the bell-arch, he scores double the number he would otherwise gain by the stroke.

7. Playing into the top hole marked 100 is the game at once.

8. Should the ball go round to the opponent's side, the striker loses five points and the lead; or should he play his ball up, and it returns without going on the board, he loses one point and the lead.

9. The winner of the game takes the lead in the next.

SHUFFLE-BOARD.

THIS is an old Scotch game, and has also been long in use in some parts of Germany, but is only occasionally to be found in this country. It bears some resemblance to the game of Bowls, only that instead of balls, flat weights are slid down a board previously sprinkled with fine, dry sand. This board should be thirty feet long, and twenty inches wide, adjusted to a perfect level, and constructed of material sufficiently strong to prevent warping. All round the outer edges of the board there is a gutter similar to, and serving the same purpose, as the gutter of a Ten-Pin alley. Five inches from each end a line is drawn across and parallel with the ends of the board. The weights, or "pieces," are eight in number, divided into two sets of four each, the pieces of each set having a distinctive mark; they are flat, and should weigh about a pound each.

The game is played by four persons, two on each side—each player having two "pieces." One of each side being at each end of the board. The object of the game is to score twenty-one points, which are made as follows: each piece which lays over, or inside of, the line, at the end of a round, is said to be "in," and scores two points for the party to whom it belongs.

Each piece partly projecting over the end of the board at the end of a round, scores three points.

When, at the end of the round, no piece is "in," then that piece which lays nearest to the line counts one point.

A piece lying exactly on the line is considered "in." (See line-ball in Billiards, page 327.)

Pieces score only as they remain at the end of each round.

Supposing A and B are playing at Shuffle-board against C and D: then A and C will occupy one end of the board, and B and D the other end. A commences and "shuffles" one of his pieces, endeavoring to get it "in;" C follows with one of his, and tries either to shuffle his own "in," or drive A's off the board. A then shuffles his remaining

pieces, and is followed by C, and the result is scored to either party, as the case may be.

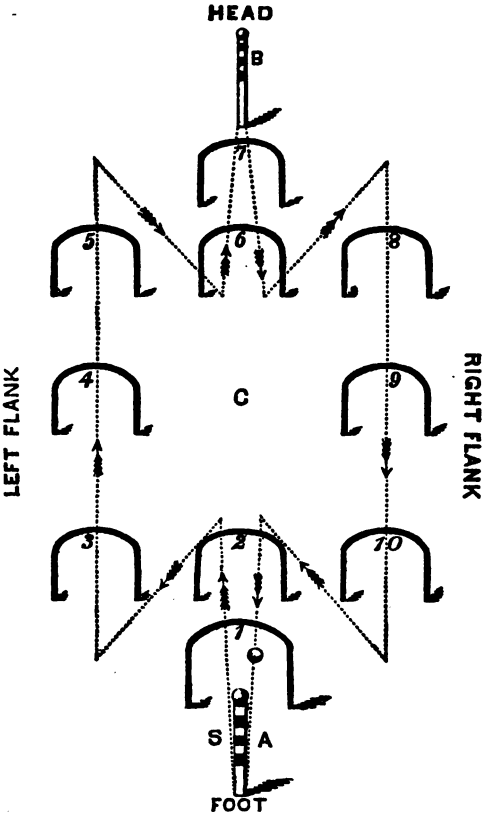
B and D next play in a similar manner from the other end. There are always, therefore, at each end of the board, one of each party to note his partner's and opponent's play, and the party or side that first scores game, wins.

CROQUET.

CROQUET can be played only on a level piece of ground; but a good Croquet-ground should be close turf—the grass cut short, the moss killed out, and the ground well rolled. The area required is not large—about sixty by ninety feet. If it be for a permanent Croquet-ground, there should be a shallow ditch around it, to prevent the balls from straying. Of this rectangle laid out for the course of the ball, the lower part is the base, or foot, the opposite end the head, while the sides are respectively the right and left flanks. In the centre of the foot is the spot from whence the play begins, and here the starting-stake is set; and in the centre of the head is the turning-stake. There are ten bridges, with a span of twelve inches, made of iron wire, and stuck in the ground, leaving six to eight inches above ground. The stakes are of wood, two feet in length, and having eight rings of different colors, running down in this way: black, yellow, red, white, blue, orange, brown, green. It is from the starting-stake, through the bridges, touching the turning-stake, and from the other flank, back to the spot, that the balls are driven, by a mallet in the hands of the player. The course of the ball will be seen by an examination of the diagram, page 346.

The balls are made of wood, are turned to be ten inches in circumference, eight in number, and painted to correspond to the rings on the starting-stake. This allows one to each player, though when four play they can either use four, or play two each. The mallet has a head with a diameter of two and one-third and a length of four inches, a cylinder, slightly hollow in the middle, and having the ends slightly convex. The shank of the mallet is slender, tapering towards the head, about nine-tenths of an inch in diameter at the butt, and two feet and a-half long.

The distance from the starting-stake should be about ten feet from the base, and the turning-stake should have the same distance from the head. The arches should be set—No. 1, ten feet from the starting-stake; No. 2, ten feet farther on in a direct line toward the head; Nos. 6 and 7 should be twenty and ten feet from the turning-stake. The distance between Nos. 2 and 6 is according to the length of the ground. No. 3 and No. 10 should be on a line at right angles with Nos. 1, 2, 6, and 7, and in line with 2; and No. 5 and No. 8 in a like position with No. 6. Midway between 3 and 5, and 8 and 10, the two remaining



A, The Starting-stake. B, The Turning-stake. C, The Centre. S, The Starting-point. 1, 2, Lower Central Arches. 3, 4, 5, Left Flank Arches. 6, 7, Upper Central Arches. 8, 9, 10, Right Flank Arches. The dotted lines and arrows indicate the course of a ball in making the grand round of the game.

arches are set. The precise place of the spot is one mallet's length behind arch No. 1.

Another mode of setting the arches is precisely the same as that shown in the foregoing diagram, except that the arches 4 and 9 are set at right angles, so as to have their edges presented to the arches immediately above and below them. This variation adds much to the difficulty of the game, as it gives two more corners to be turned, and is therefore seldom used except by skillful players.

In beginning the game, a match is made—four or two on a side, according to the number of players—under two chiefs. In order to determine first choice of allies, the chiefs drive a ball through the first arch, and the one who comes nearest to the turning-stake with the first blow has the choice. They then choose alternately. When it is made up they take the balls in rotation, beginning with the color on top of the starting-stake, and going down, and play with those.

Whatever be the number of players, the object of each is to make the *grand round* and *strike out* against the starting-stake—by the accomplishment of which feat, the "victory" is obtained.

The *course* of the ball in making the grand round is, first, from the spot, through arches 1 and 2 *upward;* then to the left flank in front of 3; thence through 3, 4, and 5; thence back to the line of the centre in front of 6; thence through 6 and 7, making the *half-round.*

The stake is next struck; after which the ball runs back through 7 and 6, *downward,* or in a direction contrary to its previous course.

Having re-run 7 and 6, it crosses over to front of the right flank arches —their front being the reverse to that of those on the left. It then *runs* 8, 9, and 10, *downward;* crosses again to the centre line above 2, and re-runs 2 and 1 toward the starting stake.

It has thus completed the *grand round;* and being once more placed upon the *spot,* has the option—either of *striking out,* or continuing the play, with the privileges of the *Rover.*

As the victory is not declared till *all* the friends of a side are struck out, the act of *striking out* is usually delayed by each, until the last of that side has completed the grand round. The striking out of any individual ball—while any of its *friends* are still far back in the game—is a serious loss, instead of a gain, to the *side* to which it belongs: more especially since the *Rover* is endowed with certain privileges, which render him either a valuable friend, or a formidable enemy.

A ball in going its round meets with two distinct classes of interruptions—one voluntary, the other unavoidable. Of the former kind, there is the diverging from its course to attack an *enemy,* by roquet and croquet, and *spoil* the latter's position; or, by the same means, to *help on a friend.* A ball may also voluntarily diverge from its course to *place itself near* a friend, so that the latter, when its tour comes on, may by roquing upon it, make position.

The *involuntary* obstructions to the course of a ball are of various kinds: attempting the bridges, and failing to attain them; passing without *running* them; crossing at the *corners,* without the possibility of

turning them; being roqued or croqued out of position; played out of its proper tour, and duly challenged; attempting to make a roquet, and failing in the attempt; or permitted to "flinch" from under the foot of its player while in the act of croquet;—any of these contingencies will obstruct a ball on its *round*.

TECHNICAL TERMS USED IN CROQUET.

Booby.—A ball that has failed in an attempt to pass through the first arch,

Boundary.—The limits of the Croquet-ground.

Concussion.—The displacement of a ball by another—driven against it by roquet, croquet, rioochet or roquet-croquet; and not hit directly, either by the mallet or the playing ball.

The Croquet.—A ball, having made roquet on another, is taken up and placed in contact with the ball on which it has roqued. The player sets foot upon the former; presses firmly, so as to hold it in place; and, with a blow of the mallet, drives the roqued balled in whatever direction may be desired.

Flinch.—When the ball in the act of "croquet," at the blow of the mallet, slips from under the foot of the player.

Helping a Friend.—Roquing, or croquing a friend's ball into position; causing it to run an arch, toll the turning-stake; or otherwise forwarding it on its round.

Making an Arch.—When a ball has been through its *proper arch*, either by a blow of the mallet, by roquet, croquet, rioochet, concusion, or roquet-croquet, it is said to make that arch.

Nursing.—Croquing a ball—either a friend or an enemy—through, or around, its own proper arch; then making the arch; roquing and croquing the same ball again; and so proceeding on the round.

Position.—A ball is *in position*, when it lies in *front* of its proper arch with a possibility of running it by a single blow of the mallet; and *out of position*, when the contrary is the case.

Proper Arch.—That which the player intends to pass through, is his, or her, *proper* arch for the time.

Push.—When the player presses the ball forward with the mallet without withdrawing it, instead of giving it a *blow*.

Ricochet.—A ball making roquet on two or more balls, by the same blow of the mallet.

Roquet-Croquet.—A ball having made roquet, is taken up; placed contiguous to the roqued ball; and, without being held under the foot is struck by the mallet, and driven—as also the roqued ball—in the direction desired.

Roquet.—A ball makes "roquet" when, proceeding from a blow of the mallet, it comes in contact with another ball.

Rover.—A ball that has made the grand round, but not yet gone out by striking the starting stake.

Starting Point.—One mallet's length in front of the starting-stake.

Striking Out.—A ball struck against the ***starting***-stake by mallet, Roquet, ricochet, concussion, croquet, or roquet-croquet, after having made ***all*** the arches—the central ones in both directions—and struck the turning-stake, is ***struck out;*** that is, out of the game.

Tour of Play.—Is the turn given to each player. It ***continues*** so long as a point is made, and ***terminates*** with a failure.

Two Chances.—For the explanation of this term, see note to Law 34.

THE LAWS OF CROQUET.

OF THE CHOICE OF SIDES.

1. At the outset of the game, two of the party, usually the best players, are chosen chiefs, one for each side. These two determine which shall have the first choice of players by a trial of skill. Each chief in turn plays a ball from the starting point, and he who, with one blow of the mallet, drives his ball nearest the turning-stake, wins the first choice.

[The sides are chosen alternately, and the players take the balls and mallets in the consecutive order of succession indicated by the color of the rings on the stake, from the top downwards.]

OF STARTING AND STRIKING.

2. The chief who has won the first choice of players opens the game.

3. Each player at starting must place his ball a mallet's length in front of the starting stake, and opposite the centre of the first arch.

4. A player may play in any attitude he chooses, but in striking the ball with his mallet he must only use one hand.

5. The ball must be struck with the face of the mallet's head, and the stroke must be a distinct blow, and not a push; except when the distance between the ball and some obstacle behind it is so small that a blow cannot be given.

[A ball is considered to be fairly hit when the sound of the stroke is heard. A ball is "pushed" when the face of the mallet is allowed to rest against it, and the ball propelled without the mallet being drawn back.

OF THE ORDER OF PLAYING.

6. The chief who opens the game is followed by the chief of the opposing side, and the other players on each side play alternately in accordance with the colors marked upon the starting-stake.

7. If any player play out of his turn, and the error be discovered and challenged before another player makes a stroke, the opposing side may either compel the delinquent player to replace his ball in its original position; or they may allow it to remain where it was played. But any advantage to himself, or disadvantage to his opponents, occasioned by the misplay, must be immediately rectified.

[For instance: if the offending player, by his misplay, move any balls belonging to the adverse side from an advantageous position, or otherwise, he must either restore them to the position they originally occupied, or allow them to remain where they rested after the misplay, at the option of the adversaries. He may not profit by his own wrong; therefore if, by the misplay, he make any arches, strike the turning-stake, get in "position," or help a friend to do either, all such advantages are null, and must be remedied at once, provided the offender is duly challenged.]

8. If the adverse side fail to challenge the misplay before another player has commenced, no penalty is attached, but the offending party cannot use his next turn, having already anticipated it.

9. Should a player, by mistake or otherwise, use a wrong ball, he must suffer the consequences, and not the rightful owner of the ball. If the error be discovered and challenged before the turn is completed, the ball must be restored to the position it occupied previous to the misplay, and any damages sustained by the adverse side by reason of the misplay must be repaired, and the offending player deprived of his turn. But if the misplay be not challenged previous to the next player commencing to play, the game proceeds as if no misplay had occurred, and no penalty is attached.

10. Each player continues to play so long as he makes a count in the game; that is, so long as he drives his ball through the next arch in order, strikes the turning-stake in order, or achieves either roquet, croquet, or roquet-croquet, or a combination of two or more of these. Failing to accomplish either of these, he relinquishes his turn to the next player. (See Law 26.)

OF THE ARCHES.

11. The balls must pass through the arches in their regular consecutive order, and in the proper direction of the course. If a ball be driven through an arch out of regular order, or from the wrong side, it does not count any more than if it had passed over any other portion of the ground. When a ball passes properly through an arch it is said to "make its arch."

[A *booby* must be removed from the ground, and plays on his next turn from the starting point. For instance; A commences, but misses his first arch, and is therefore a booby; he must take up his ball before B plays, and, when A's next turn to play arrives, he must make another trial for the starting point, and continue to do so until he succeeds in making his first arch.]

12. A ball makes its arch, when it passes through it in its proper consecutive order, from either of the following causes only:

I. When it is driven through by a blow from its owner's mallet.

II. When it passes through from roquet, croquet, roquet-croquet, or ricochet.

III. When it is driven through by concussion ; that is, by a blow from another ball driven against it by roquet, croquet, roquet-croquet, or ricochet.

[If a ball, while proceeding from a blow of its owner's mallet, strike another ball, or an arch, and then pass through its proper arch, it makes its arch legally.]

13. A ball is considered to have passed through its arch if it cannot be touched by the handle of the mallet when moved from the top to the base of the arch, from wire to wire, on the side from which the ball passed.

14. Should a ball be driven only *partially* through its arch in the wrong direction, it is not in a position to be driven back, and through in the right direction.

15. If a player can drive his ball through two arches by one stroke, or pass it through an arch and against the turning stake, he may lay his mallet on the spot where his ball stopped, place it in any direction that is most useful to him, and put his ball at the end of the mallet.

[A game that is almost lost is sometimes won by a dexterous use of this stroke. Under the same conditions, if the ball be driven through three arches or through two arches and against the turning stake, the owner may claim two such lengths of the mallet. But the player is allowed only one extra turn.]

OF THE STAKES.

16. Striking the turning stake is equivalent to making an arch, subject to the same conditions, and enjoying the same privileges ; with this exceptional advantage, the stake may be struck from any direction. (See Laws 12 and 15.)

17. When a ball has completed the round, and has struck the starting stake, either by a stroke from its owner's mallet, or by roquet, roquet-croquet, croquet, or by concussion, it becomes a dead ball, and must be removed from the field.

OF THE ROVER.

18. When a ball has completed the entire round with the exception of striking the starting stake, it becomes a Rover, and may either go out by striking the starting stake, or may continue its play at large all over the field, subject to the conditions and limitations hereafter specified.

19. A Rover may play upon all the balls one after another, but on no one ball twice, in the same turn.

20. A Rover must roquet, roquet-croquet, or croquet in order to continue his play.

21. Should a Rover strike the starting stake, as specified in Law 17, it becomes a dead ball, and must be removed from the field.

OF THE ROQUET.

22. When one ball strikes another it is a roquet, and this holds good whether the ball striking it proceeds direct from a stroke of the mallet, or rebounds upon it from a stake, arch or any other fixed obstacle, or from another ball which it has previously struck.

23. When a ball roquets another, it may strike the roqueted ball again without any intermediate play, but this does not constitute another roquet. If however either ball in this second stroke be driven through its proper arch, the arch shall be counted as passed, but the playing ball is not entitled to another stroke.

24. A ball having made a roquet may either croquet, or roquet-croquet the roqueted ball, or proceed on its round.

25. When a ball roquets two or more balls by one blow of the mallet, it constitutes what is called a ricochet.

26. A ball terminates its tour of play when, without making an arch or striking the turning-stake, it roquets a ball which it has croqueted. (See Law 10.)

OF THE CROQUET.

27. A ball may only croquet that ball upon which it has made a roquet.

28. A player may croquet any number of balls consecutively; but he cannot croquet the same ball a second time during the same turn, without first sending his own ball through the next arch in order, or hitting the turning-stake.

29. A player must perceptibly move the ball he croquets.

30. In making ricochet, a player may croquet the first or all of the balls at his option, but the order of croquet must be the same as that of the ricochet.

[The player has only one additional stroke after he has croqueted the lot, and not one for each ball he has struck.]

31. If a ball roquet another, and with the same stroke make its arch, it may croquet the roqueted ball, or refuse to do so, and again roquet it before making the croquet, or it may proceed to make another arch.

32. While executing the croquet, if a ball flinch, the shot is void, and the croqueted ball must be replaced in its former position. The croqueting ball may then proceed with its turn, but cannot repeat the croquet just missed.

OF THE ROQUET-CROQUET.

33. The laws of roquet-croquet are precisely the same as those which govern the croquet, and a player may roquet-croquet any ball that has been roqued.

34. After making roquet, a player may take two chances by roquet-croquet.

[A player is said to take "two chances" when he places his own ball

to touch the roqueted ball very lightly, so as to leave it after the roquet-croquet in nearly the same place it occupied before the play was made, and at the same time drive his own ball in "position;" but in doing this the roqueted ball must be perceptibly moved. (See Law 29.) This shot is sometimes called "*Loose-croquet.*]

OF DISPLACEMENT AND INTERRUPTION.

35. Should a ball in its progress over the ground be interrupted by any one, the player to whom it belongs may either allow it to remain where it stopped after its interruption, or remove it to the point it probably would have reached had no interruption occurred.

36. Should a ball be accidentally displaced, it must be restored to its proper position before the game can proceed.

37. Should an arch or stake lose its upright position from any cause, it must be restored before the play proceeds.

NO PLAY OUTSIDE THE BOUNDARIES.

38. No play is permitted outside the limits of the ground. A ball driven beyond the limits must be immediately placed on the ground at the point where it crossed the boundary. A ball so placed may be played upon by friend or foe.

39. If one ball roquets another, and either or both balls go beyond the bounds, either or both shall be replaced, and the roqueting ball may play on the roqued ball the same as if neither had been driven off the bounds.

PLAYERS MUST NOT ASSIST THEIR FRIENDS.

40. Players on the same side may advise each other upon a stroke, but not assist in making it.

[This is a very useful rule. Some players behave in an extremely unfair manner. They will guide the mallet of another player on their own side, and will direct the aim by laying their own mallet on the ground, only taking it away just as the blow is to be struck. Also, when a roquet has been made, they will place the ball for their friend, or they will stand in a line with the balls, stoop down so as to see whether the two balls are in the proper direction, and, either by word or gesture, direct their friend in placing them. It is evident that this is not fair play. You might as well guide the cue of a friend at Billiards, or tell your partner at Whist what card to play. It is legitimate enough to advise your partner what kind of stroke to make, but it is clearly unfair to help him in making it.]

OF CLOSING THE GAME.

41. The game is finished when all the players on one side have made all the arches and struck the two stakes.

OF THE UMPIRE.

42. The umpire is chosen by the two chiefs.

43. The decision of the umpire is final. His duties are, to decide when balls are fairly struck; to restore balls to their places which have been disturbed by accident; to decide whether a croqueted ball is moved or not, in doubtful cases; and to settle all other disputed points which may arise during the progress of the game.

CRICKET.

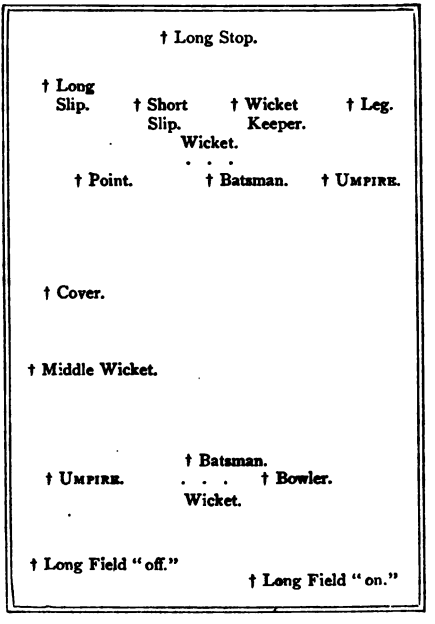
THIS is essentially an English game, as Base-ball is American, but it meets with some favor in this country, and seems to be gaining ground. It is played with single or double wicket—the latter the true game, though the principles of the game are the same in both cases. We will first consider double wicket. The number of players is twenty-two, divided into two sides of eleven each, though when the players on one side are acknowledged to be very superior, they sometimes allow their opponents to have more. One of these sides is in, and the other out, until all the players of the *in* side, except one, have been put *out* as batsmen, one after the other, by the fall of the wickets they defend, or by being *caught out* by one of the other side. The bowler is the chief personage of the *out* side, and the two batsmen are the only ones of the *in* side employed. The ten other players disperse themselves through the field in certain stations which we shall presently indicate; and here are the names of a side:

1. The bowler.
2. The wicket-keeper.
3. The long stop.
4. The point.
5. The cover point.
6. The long slip.
7. The short slip.
8. Middle wicket.
9. Long field—on side.
10. Long field—off side.
11. Leg.

It is the bowler's business to place the men in their different stations, which is usually done according to a certain established plan. It rests with the bowler, however, to alter or modify the position of the men, and to increase or decrease the distance at which they stand from the wickets, according to the peculiarities of the play of the batsman at the wickets. With extraordinarily hard hitters it becomes advisible to increase the distance, that the ball may not be sent skimming far away over the heads of the industrious players who are "fagging out." Where the batsman has a knack of striking the ball up high into the air, it is often well to post some player of quick eye and nimble fingers where he may have a chance of a good catch; and other changes will be made which the bowler's experience will naturally suggest.

The accompanying figure will best explain the positions of the men on the field. When six balls have been bowled at one wicket, *over* is cried, and all the players change their places to corresponding positions on the opposite side of the field to that on which they stood; for now the bowling will be from the opposite wicket.

The bowler, having dispersed his men through the field, has to bowl at the wicket of one of the batsmen, who, on his side, defends it, and



at the same time strives to make "runs." When the ball has been struck from the bat, the batsman, if he sees a chance, must run and change places with his companion at the other wicket before the ball can be thrown up by the fielders. If he gets to the other wicket in safety, this counts as *one* run. He may sometimes make as many as five runs off a single hit; but this is about the maximum. Twos and threes are more common. The register of these runs is kept by the

umpires, and each man has his runs scored against his name. The side that makes most running in two innings wins.

We will suppose a party of cricketers turning out for an afternoon's sport. Some carry bats, two have Cricket balls, and several others bear the stumps of which the wickets are constructed. They come to the place where the wickets are to be set up, or "pitched." It is a level field, and the space between the wickets, in particular, is flat as a Billiard-table. Now the bowlers advance, and under their direction the wickets are set up. The distance between the wickets is twenty-two yards. The distance between the stumps must be a little less than the diameter of the Cricket ball, so that the ball cannot pass between the stumps without touching them, and knocking off the bails or little bits of wood placed across the top of the stumps. The companions of the bowler are now dispersed about the field, in various positions, according to the rules we shall describe. They all labor for the same object, namely, to stop the ball when it is struck by the batsman, to catch it (if possible) before it reaches the ground after being delivered from the bat (in which case the batsman is considered *caught out*, and his innings is over), and to throw the ball up, when they have stopped it, to the bowler or wicket-keeper as quickly as possible. The bowler's desire is to knock down the batsman's wicket, while the batsman's province is to defend his wicket by striking away the ball as it is bowled toward him. Beyond this, he has to judge what balls it will be safe for him to strike hard at, and what balls he must content himself with *blocking*, or striking down; for on the number of runs he obtains will depend the share he contributes to the success of his side.

THE LAWS OF CRICKET.

The following are the laws which govern the game everywhere. They have only been lately revised by the Marylebone Club, usually considered the highest authority in the game.

1. The ball must weigh not less than five ounces and a-half, nor more than five ounces and three-quarters. It must measure not less than nine inches, nor more than nine and a quarter inches in circumference. At the beginning of each innings either party may call for a new ball.

[It is, however, not customary to have a new ball at the beginning of each innings. One a match is usually considered sufficient.]

2. The bat must not exceed four and a quarter inches in the widest part; it must not be more than thirty-eight inches in length.

[In 1830, according to John Nyren, there was no restriction to the height of the bat.]

3. The stumps must be three in number; twenty-seven inches out of the ground; the bails eight inches in length; the stumps of equal and of sufficient thickness to prevent the ball from passing through.

4. The Bowling-Crease must be in a line with the stumps; six feet

eight inches in length; the stumps in the centre; with a return crease at each end towards the bowler, at right angles.

5. The Popping-Crease must be four feet from the wicket, and parallel to it, unlimited in length, but not shorter than the bowling-crease; unlimited in length, so that the batsman may keep out of the way of the ball when it is thrown in.

6. The wickets must be pitched opposite to each other by the umpires, at the distance of twenty-two yards.

7. It shall not be lawful for either party during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground shall be swept and rolled, unless the side next going in object to it. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings, nor to prevent the bowler from filling up holes with sawdust, &c., when the ground is wet.

8. After rain the wickets may be changed with the consent of both parties.

9. The Bowler shall deliver the ball with one foot on the ground behind the bowling-crease, and within the return crease, and shall bowl four balls before he change wickets, which he shall be permited to do only once in the same innings.

[In a one day's match six balls are usually allowed as an over.]

10. The ball must be bowled; if thrown or jerked the umpire shall call "no ball."

[A great deal of attention has lately been called to this rule by the Marylebone Club; for at one time its fulfillment with regard to the hand being above the shoulder had almost fallen into disuse, and bowlers were wont to bowl as high as they chose, without the slightest chance of receiving a caution from the umpire. This, as may be readily imagined, rendered the batsman's position very dangerous, as balls bowled over the shoulder usually acquire more force than when delivered on a level with or below it. A left-hand player bowling in this style is additionally puzzling. The M. C. C. has now called attention to this subject, and has given its umpires strict orders to see the rule enforced on every occasion. The strict enforcement of this rule took place for almost the first time in a match played on May 24, 1858, when Dean, acting as umpire, no-balled Mr. C. D. Marsham three times in one over. It would be well if all modern umpires were as severe. The M. C. C. held a meeting on the 15th April, 1863, in order to effect some alternation in this rule, but in consequence of the amendments being lost, it was determined that the rule should still remain in its present state. During the year 1865, however, the M. C. C. held a meeting, when it was resolved to do away altogether with that portion of the rule which refers to raising the arm over the shoulder.]

11. He may require the striker at wicket from which he is bowling to stand on that side of it which he may direct.

12. If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within reach of the batsman, he shall adjudge one run to the party receiving the innings, without an appeal, which shall be put down to the score of wide balls; such balls shall not be reckoned as one of the four or six balls; but if the batsman shall by any means bring himself within reach of the ball, the run shall not be scored.

13. If the bowler deliver a "no ball" or a "wide ball," the striker shall be allowed as many runs as he can get, and he shall not be put out except by running out. In the event of no run being obtained by any other means, then one run shall be added to the score of "no balls" or "wide balls," as the case may be. All runs obtained for "wide balls" to be scored to "wide balls." If the ball shall first touch any part of the striker's dress or person (except his hands), the umpire shall call "leg bye." If, however, the batsman runs two byes from a wide or a no ball, they are scored as two wides only.

[Many young players are in the habit of running a single bye off a wide ball, without ever thinking that they endanger their wickets, without the slighest possible chance of advantage to themselves.]

14. At the beginning of each innings the umpire shall call "play;" from that time to the end of each innings no trial ball shall be allowed to any bowler.

[This rule is very seldom enforced, as a new bowler is almost invariably allowed a trial ball, though not on the wicket.]

15. The striker is out if either of the bails be struck off, or if a stump be bowled out of the ground;

16. Or, if the ball, from the stroke of the bat, or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher;

17. Or, if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping-crease, and his wicket put down, except his bat be grounded within it;

18. Or, if in striking at the ball, he hit down his wicket;

19. Or, if under pretence of running, or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out;

20. Or, if the ball be struck, and he wilfully strike it again;

[This does not prevent the batsman from hitting the ball off his wicket when it glides in from not being blocked with sufficient force.]

21. Or, if in running, the wicket be struck down by a throw, or by the hand or arm (with ball in hand), before his bat (in hand) or some part of his person be grounded over the popping-crease. But if both the bails be off, a stump must be struck out of the ground;

22. Or, if any part of the striker's dress knock down the wicket;

23. Or, if the striker touch or take up the ball while at play, unless at the request of the opposite party;

24. Or, if with any part of his person he stop the ball, which in the

opinion of the umpire at the bowler's wicket shall have been pitched in a straight line from it to the striker's wicket, and would have hit it.

[On the 15th of April, 1863, the M. C. C. altered this rule, which is now to be:—"Or, if the ball hit any part of his person which in the opinion of the umpire at the bowler's wicket shall have been placed in a straight line from it to the striker's wicket." But at their next meeting, discovering that their former proceedings were informal, they cancelled their new rule; so that the law remains as before. It is almost impossible for a round-arm bowler, unless he bowl over the wicket, to pitch the ball in a straight line.]

25. If the players have crossed each other, he that runs for the wicket which is put down is out.

26. A ball being caught, no runs shall be reckoned.

27. A striker being run out, that run which he and his partner were attempting shall not be reckoned.

28. If a lost ball be called, the striker shall be allowed six runs; but if more than six shall have been run before "lost ball" shall have been called, then the striker shall have all which have been run.

29. After the ball shall have been finally settled in the wicket-keeper's or bowler's hand, it shall be considered dead; but when the bowler is about to deliver the ball, if the striker at his wicket go outside the popping-crease before such actual delivery, the said bowler may put him out, unless (with reference to the 21st Law) his bat in hand, or some part of his person, be within the popping-crease.

30. The striker shall not retire from his wicket and return to it to complete his innings after another has been in, without the consent of the opposite party.

31. No substitute shall in any case be allowed to stand out, or run between wickets for another person, without the consent of the opposite party; and in case any person shall be allowed to run for another, the striker shall be out, if either he or his substitute be off the ground in manner mentioned in Laws 17 and 21, while the ball is in play.

32. In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.

33. If any fieldsman stop the ball with his bat the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run they shall have five in all.

34. The ball having been hit, the striker may guard his wicket with his bat, or with any part of his body except his hands, that the 23d Law may not be infringed.

35. The wicket-keeper shall not take the ball for the purpose of stumping until it has passed the wicket; he shall not move until the ball be out of the bowler's hand; he shall not by any noise incommode the striker; and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be out.

36. The umpires are the sole judges of fair or unfair play; and all

disputes shall be determined by them, each at his own wicket: but in case of a catch, which the umpire at the wicket bowled from cannot see sufficiently to decide upon, he may apply to the other umpire, whose opinion shall be conclusive.

37. The umpires in all matches shall pitch fair wickets; and the parties shall toss up for choice of innings. The umpires shall change wickets after each party has had one innings.

38. They shall allow two minutes for each striker to come in, and ten minutes between each innings. When the umpire shall call "play," the party refusing to play shall lose the match.

39. They are not to order a striker out unless appealed to by the adversaries;

40. But if one of the bowler's feet be not on the ground behind the bowling-crease, and within the return-crease, when he shall deliver the ball, the umpire at his wicket unasked, must call "no ball."

41. If either the strikers run a short run, the umpire must call "one short."

42. No umpire shall be allowed to bet.

43. No umpire is to be changed during a match, without the consent of both parties, except in case of violation of the 42d Law: then either party may dismiss the transgressor.

44. After the delivery of four or six balls the umpire must call "over," but not until the ball shall be finally settled in the wicket-keeper's or bowler's hand; the ball shall then be considered dead: nevertheless, if an idea be entertained that either of the strikers is out, a question may be put previously to, but not after, the delivery of the next ball.

45. The umpire must take especial care to call "no ball" instantly upon delivery; "wide ball" as soon as it shall pass the striker.

46. The players who go in second shall follow their innings, if they have obtained eighty runs less than their antagonists, except in all matches limited to only one day's play, when the number shall be limited to sixty instead of eighty.

47. When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person until the next striker shall come in.

NOTE.—The Committee of the Marylebone Club think it desirable that, previously to the commencement of a match, one of each side should be declared the manager of it; and that the new laws with respect to substitutes may be carried out in a spirit of fairness and mutual concession, it is their wish that such substitutes be allowed in all reasonable cases, and that the umpire should inquire if it is done with the consent of the manager of the opposite side. Complaints having been made that it is the practice of some players when at the wicket to make holes in the ground for a footing, the Committee are of opinion that the umpires should be empowered to prevent it.

The game with a single wicket is not as interesting, either to the parties engaged or to spectators, as the regular game, but it affords, at

least, excellent practice, both in batting and fielding, where, for want of a sufficient number of players, the full game cannot be played.

The subjoined rules will convey a clear idea of the difference in the method of playing the two varieties of the game.

THE LAWS OF SINGLE WICKET.

1. When there shall be less than five players on a side, bounds shall be placed twenty-two yards each in a line from the off and leg stump.

2. The ball must be hit before the bounds to entitle the striker to a run, which run cannot be obtained unless he touch the bowling stump or crease in a line with his bat, or some part of his person, or go beyond them, returning to the popping-crease as at double wicket, according to the 21st Law.

3. When the striker shall hit the ball, one of his feet must be on the ground, and behind the popping-crease, otherwise the umpire shall call "No hit."

4. When there shall be less than five players on a side, neither byes nor overthrows shall be allowed, nor shall the striker be caught out behind the wicket, nor stumped out.

5. The fieldsmen must return the ball so that it shall cross the play between the wicket and the bowling stump, or between the bowling stump and the bounds; the striker may run until the ball be so returned.

6. After the striker shall have made one run, if he start again, he must touch the bowling stump, and turn before the ball cross the play to entitle him to another.

7. The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with bat, with reference to 28th and 33d Laws of Double Wicket.

8. When there shall be more than four players on a side, there shall be no bounds. All hits, byes, and overthrows, shall be allowed.

9. The bowler is subject to the same laws as at Double Wicket.

10. Not more than one minute shall be allowed between each ball.

QUOITS.

This is a very interesting game, combining amusement with active exercise, but is less extensively patronized in America than in England.

The requisites of the game are as follows: the Quoits, consisting of rings of iron nearly flat, the inner edge a little higher and much thicker than the outer edge, which is sufficiently thin to penetrate and stick in the ground where thrown; these are made and distinctively marked in pairs, each two of a similar size, mark, and weight, which may be various to suit the wishes of the player; the points or spots, at which the Quoits are aimed, are marked by iron pins, called Mots, sufficiently

long to allow of being driven firmly in the ground, and project exactly one inch above the surface. The Mots, two in number, are placed at an intervening distance of eighteen yards on a strip of level ground, inclined towards one another at an angle of forty-five degrees, the players using each Mot alternately, thus greatly reducing the inconvenience of walking up and down the ground.

The surface of the ground around the Mots should be of clay, kept sufficiently moist to admit of and retain the Quoit.

The object of the game is to throw the Quoits as near as possible to the Mot.

The method of playing is as follows: two, usually the best, players are selected as chiefs, who decide for choice of players by tossing a Quoit, the winner having the first choice, and then alternately till the sides are arranged. Each player having furnished himself with a pair of Quoits, the game is commenced by the chief, who won the toss, throwing one of his Quoits, followed by the chief of the other side, and the other players of each side alternately, the same routine being observed when the players throw their second Quoit. When two players only engage in the game, each is allowed a director, who stands near the Mot and furnishes him with the necessary information and directions for placing his Quoit. When more than two play, the chief, or any other player on the same side, acts as director.

In match games each side chooses a non-participant in the game as umpire, and the umpires select a third party to act as referee, whose decision is final in case of disagreement between the umpires.

In case of two or four playing, TWENTY-ONE points constitute a game; when six play, FIFTEEN points are game; in the event of eight or more playing, ELEVEN points. The points are made thus: the Quoit nearest to the Mot scores one point to the side to which the thrower belongs. Such other Quoits belonging to the same side as are not beaten by a Quoit belonging to the other side, also score one point each.

THE LAWS OF QUOITS.

The laws here given are those adopted by the National Quoit Convention.

1. The distance for playing shall be eighteen yards.
2. The Mot shall not be more nor less than one inch above the clay.
3. The measurement shall be from the centre of the top of the Mot to the nearest iron in sight without disturbing the clay.
4. In case of measurement, two opposing Quoits being equal, it shall be declared a draw.
5. In the case of two or four playing, TWENTY-ONE points shall constitute a game.
6. In the event of six playing, FIFTEEN points shall constitute a game.
7. In the event of eight or more playing, ELEVEN points shall constitute a game.

8. In playing, the one getting the first shot shall lead off at the next end.

9. Each player shall have the privilege of selecting his own size Quoits.

10. The Mot in all cases shall be at an angle of forty-five degrees.

LA CROSSE.

THIS is the Canadian National game, and originated apparently in pre-historic times amongst the aborigines of that country. The name was given by the French, its first European possessors, on account of the curved stick resembling a *crosse* or bishop's crosier. The name is not a very happy one, as it suggests *cross* in English. The French for that is *croix*, quite another thing.

The various attempts made to define the game in few words have not been happy. "A combination of Football and Hockey," is perhaps better than "a sort of Hockey;" but it has this drawback, that no greater offence against the rules can be committed than to introduce either Hockey or Football into the game. Striking the ball Hockey fashion is strictly forbidden: so is kicking, throwing, or even catching it. Football played with racket bats would be nearer the mark.

Be this as it may, La Crosse is a ball game, played by preference with an India-rubber ball. Two goals are erected, as in Football, and the object is to drive the ball through them by means of the crosse alone. Stations are assigned to the players in different parts of the field, but there is this remarkable difference, that no "off side" rule exists; indeed one player is always kept close in to the enemy's goal. Owing to this plan the game is very sociable, as the men usually find themselves placed in pairs (foemen, of course) about the field, and can chat away in comfort. As far as practicable the hands and feet are forbidden from touching the ball. "Running in" (called "dodging" by the Canadians) is the principal feature of the game, the ball being carried on the crosse.

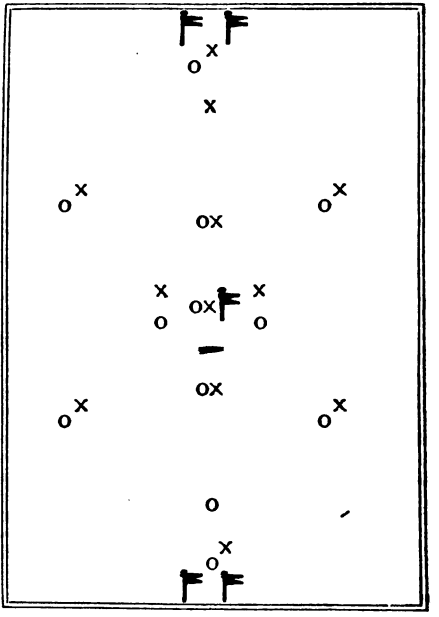
THE CROSSE, OR LA CROSSE STICK.

The crosse is a hooked stick partly filled in (tight) with a netting, something in the manner of a racket bat. Running with the ball, as has been said before, is soon learnt, but evading hostile attacks gives scope for life-long study; if hard pressed the runner throws the ball (with the crosse) to a friend, probably in advance of him, and there is

no off side rule to prevent the friend from at once continuing the running. The ball should be stopped by the crosse. Experienced players learn to catch with it, and are equal to a catch of thirty or forty yards or more. Throwing the ball requires great judgment and great skill; quickness of thought to decide the right direction, and skill to send it straight. Turning round and throwing back over the head is the usual way. The rules about going out of bounds, &c., &c., are of the plainest kind, and contrast favorably with even the simplest code of Football rules.

THE GROUND AND THE PLAYERS.

The following diagram shows the positions of the players, the marks O and X representing players of the respective sides.



The distribution of the players is a matter on which doctors disagree. All rules appoint a *goal-keeper*. A few yards in front they place *point*,

and further on *cover-point*. Close to the middle flag is the centre or *facing-man* belonging to each side. The man stationed next to the enemy's goal is called *home;* he should not stand directly before the hostile goal-keeper, but on one side. The other players, disposed mostly at the discretion of the captain, are called *fielders*. One forward player is usually put in advance of the centre flag, close to the enemy's cover-point. Each side has a man standing behind each facing man, or behind its own facing man only, to take the ball from him if he succeeds in getting it away from his opponent.

In placing his men the captain will derive valuable hints from any experience he may possess of the same duty at Football.

The players are supposed to keep pretty well to their stations, especially goal-keeper and point. Nothing spoils the game more than every one joining in a free fight over the ball. Of course a man who has got the ball may run with it as far as he can, but it is quite sufficient to have two or three "checking" or opposing him; if more come they merely prevent each other from using the crosse effectively, and most likely leave open the way to their own goal. Beginners hunt the ball in a pack, and will never learn better if not kept in strict order by their captains. We call particular attention to this practice; it renders the game ridiculous as a spectacle, stops all play properly so called, gives rise to disputes and unfair practices, and turns the game into a poor kind of Hockey; it is, in short, one of the greatest drawbacks the game has to encounter.

The *facing-men* commence the game. At an agreed signal they "tussle" for the ball, trying either to press away the opposing crosse and drive the ball straight on, or to disengage it and roll it back between their legs to the men of their own side standing behind them. The fear of breaking the crosses prevents too much roughness. It is prettier and more creditable to get the ball by finesse than to drive it on by brute force.

Twelve players constitute a full side, but of course fewer can play.

Goal-keeper's duties are obvious; he must not quit the goal. *Point* must on no account leave his post, which ought not to be more than twenty yards in front of goal-keeper. He should be the best *checker* on his side ("checker" is the Canadian name for any one essaying to stop a player "running in" with the ball). Point's particular function is to let no one get past him with the ball, but to oblige it to be thrown from a safe distance at the goal. If the runner were allowed to get close to the goal, and then threw the ball, goal-keeper would have little chance of stopping it. Point is the out-work who obliges the foe to uncover his batteries at a certain minimum distance from the citadel. When the foe "throws in," it is for his "home" to get the ball and complete the work, and for goal-keeper to show cause to the contrary. Cover-point may be dispensed with, but not point. Goals are changed after each game unless otherwise agreed. Rule 10 (English laws) defines the game as won "when the ball is caused to pass between the goal posts and under the bar or tape, in any manner whatever, by one

of the defending side, or in any manner not forbidden by these rules by one of the attacking side." In other words, the goal counts if got accidentally by the defenders, but only if obtained fairly by the attacking party. The question of umpires, on which the Canadian rules enlarge so freely, is best left to be settled by agreement. Umpires are scarcely required in such a game unless the match is considered a very important one. If the ball bounds through the goal off the person of a player, it counts all the same, provided it was not unfairly propelled in the first instance.

The arrangement which appoints goal-keeper, point, and the hostile "home" as the three men always close to goal, is a good one, and should be adhered to. If a captain chose to put two "home men," his opponents would be obliged to have two goal-keepers, and the anticipated gain would be lost. As irregular posting, therefore, cannot pay, it should never be tried, for any system of massing the men together is certain to spoil the game. No two of a side should be close together, except goal-keeper and point.

When the ball goes out of bounds at the sides it is to be thrown in (by the crosse, of course) by the first player who touches it with his crosse. Having touched it, he may get it on his crosse at leisure, and is not to be "checked" or baulked while throwing it. He should throw it straight in from the spot where it passes the boundary. When the ball goes behind either goal line it must be thrown in, *straight*, by any player of the side behind whose goal it has passed, who is also to be allowed a fair throw. The best man to throw out is usually the goal-keeper. The ball, for obvious reasons, should be thrown out to one side of goal.

This game, although long in vogue among the Indians, has but recently become popular with white people. We subjoin the Canadian and English codes of laws.

THE CANADIAN LAWS OF LA CROSSE.*

THE CROSSE.

1. The crosse may be of any size to suit the player, but the net work must not be bagged; it must be flat when the ball is not on it. A leading or outside string above the level of the others may be used. It may rest on the top of the stick, but must not have anything under to increase its height.

THE BALL.

2. The ball shall be India-rubber, not less than eight, and not more than nine inches in circumference. In matches it shall be furnished by the challenged party.

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*Adopted by the National La Crosse Association of Canada at its first annual convention, Sept. 26, 1867, and the only recognized rules of the game.

THE GOAL.

3. The goals may be placed at any distance from each other, and in any position agreeable to the captains of both sides. The top of the flag poles shall be six feet above the ground, including any top ornament, and six feet apart, and in a match may be furnished by either party.

THE GOAL-CREASE.

4. There shall be a line or crease, to be called the goal-crease, drawn in front of each goal, at a distance of six feet from the flags, within which no opponent shall stand, unless the ball is actually near or nearing the flags.

SPECTATORS.

5. Spectators must stand at least twenty feet from the goals.

UMPIRES.

6. There shall be two umpires at each goal, one for each side. Unless otherwise agreed upon by the captains they shall not be members of either club engaged in a match, nor can they be changed during a match, except for reasons of illness or injury. They must be thoroughly acquainted with the game, and in every way competent to act. Before a match begins they shall see that all the regulations respecting crosse, ball, goal, goal-crease, &c., are strictly complied with, and in deciding whether or not a crosse is bagged, they shall take the opinion of the captains and the referee. During the game they shall stand behind the flags, and shall have power to decide all disputes, subject to Rule 7, and suspend from play any player infringing these Laws. No umpire shall, either directly or indirectly, be interested in any bet upon the result of the match. No person shall speak to the umpires, or distract their attention when the ball is near or nearing their goal.

REFEREE.

7. The umpires shall select a referee to whom all disputed games whereon they are a tie, may be left for decision. He shall take the evidence of the players particularly interested, the respective opinions of the differing umpires, and, if necessary, the opinions and offers of the captains, in cases where the discontinuance of the game is threatened. His decision shall in all cases be final.

CAPTAINS.

8. Field captains, to superintend the play, may be appointed by each side previous to a match, who shall toss up for choice of goal, and select umpires. They shall report any infringement of the Laws to the um-

pires. They shall be members of the club by whom they are appointed, and may or may not be players in a match; and if not, they shall not carry crosses.

DESIGNATION OF PLAYERS.

9. The players of each side shall be designated as follows.

I. Goal-keeper—who defends the goal.
II. Point—who is first man out from goal.
III. Cover-point—who is in front of point.
IV. Centre—who "faces" in the centre of the field.
V. Home—who is nearest the opponent's goal. The remaining players shall be termed "fielders."

NUMBER OF PLAYERS.

10. Twelve players on a side shall constitute a full field, and they must have been regular members of the club they represent, and no other, for thirty days prior to a match.

CHANGE OF PLAYERS.

11. No change of players shall be made after a match has commenced, except for reasons of accident or injury during the match. When a match has been agreed upon, and one side is deficient in number of players, their opponents may either limit their own numbers to equal them, or compel them to fill up the complement.

SPIKED SOLES.

12. The players shall not wear spiked soles.

TOUCHING THE BALL WITH THE HAND.

13. The ball must not be touched with the hand, save in the cases of Rules 14 and 15.

GOAL-KEEPER.

14. Goal-keeper, while defending goal within the goal-crease, may stop balls in any manner.

BALL TAKEN UP WITH THE HAND.

15. Whenever the ball is taken up, or out of a hole, with the hand, during the progress of a game, it must be faced for with the nearest opponent.

ACCIDENTAL GAME.

16. Should the ball be accidentally put through a goal by one of the

players defending it, it is game for the side attacking that goal. Should it be put through a goal by any one not actually a player, it shall not count for or against either side.

HOLDING, STRIKING, AND PUSHING.

17. Players shall not hold each other, nor grasp an opponent's crosse, neither shall they deliberately strike or trip each other, nor push with the hand.

CHANGING SIDES.

18. After each game the players shall change goals, unless otherwise agreed upon.

PENALTIES FOR FOUL PLAY.

19. Any player convicted of deliberate foul play or infringement of these rules, shall be suspended from play by the umpires at request of his captain.

DECIDING A MATCH.

20. A match shall be decided by winning three games out of five, unless otherwise agreed upon.

AMENDING LAWS.

21. Any amendment, revision, or alteration proposed to be made in any part of these Laws, shall be made only at the annual conventions of "The National Lacrosse Association of Canada," and by a three-fourth vote of the members present.

THE ENGLISH LAWS OF LA CROSSE.*

THE CROSSE.

1. The crosse may be of any length, but the woven network must not be bagged, nor of a greater width than one foot.

THE BALL.

2. The ball shall be of solid India-rubber, not more than nine or less than eight inches in circumference.

THE GOALS.

3. The goals shall be upright posts seven feet apart, with a tape or bar across them six feet from the ground; when practicable they shall

* Arranged by the Association, and confirmed by all the associate clubs, February 12, 1868.

be placed at not more than two hundred and fifty nor less than one hundred and fifty yards apart, and the ground shall not be more than one hundred nor less than sixty yards wide.

COMMENCING THE GAME.

4. The game shall be started by the ball being placed on the ground opposite the centre flag, between two players on opposite sides, who shall "tussle" for the ball with their crosses. This is called "facing."

BALL OUT OF BOUNDS.

5. When the ball goes out of bounds it shall be thrown in by the player who first touches it with his crosse. When it goes behind goal without passing through goal, it shall be thrown out by one of the players behind whose goal it has passed.

TOUCHING THE BALL WITH THE HAND.

6. The ball must not be caught, thrown, or picked up with the hand, except in the case provided for by Rule 7; but a ball coming in the air may be blocked or patted away with the hand to protect the face or body; otherwise it must not be touched.

7. Should the ball lodge in any place inaccessible to the crosse, it may be taken out by the hand and immediately placed on the crosse.

STRIKING AND KICKING THE BALL.

8. The ball shall not be hit while on the ground, or kicked.

SPIKED SOLES.

9. No player shall wear spiked soles.

OBTAINING A GOAL.

10. A goal is obtained when the ball is caused to pass between the goal-posts and under the bar or tape, in any manner whatever by one of the defending side, or in any manner not forbidden by these rules by one of the attacking side.

HOLDING AND PUSHING.

11. Players shall not hold each other, nor grasp an opponent's crosse; neither shall they deliberately trip, strike, or push each other.

THROWING THE CROSSE.

12. No player shall throw his crosse.

CHANGING GOALS.

13. After each game the players shall change goals, unless otherwise agreed.

DECIDING A MATCH.

14. A match shall be decided by a majority of goals won during the time specified for play.

NUMBER CONSTITUTING A FULL SIDE.

15. Twelve players shall constitute a full side.

CHANGE OF PLAYERS.

16. No change of players shall be made after a match has commenced, without the consent of both parties.

ALTERATION OF RULES.

17. No change shall be made in the foregoing rules except at a general meeting of the La Crosse Association. Should any alteration be deemed necessary, notice of it must be sent to the secretary in writing three weeks prior to the general meeting; and the terms of the proposed alterations shall be advertised in such sporting papers as the committee may direct two weeks prior to the general meeting.

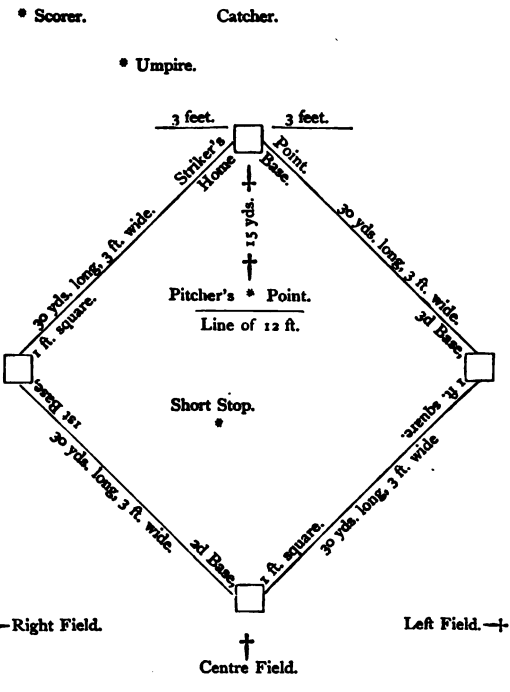
BASE-BALL.

THE game of Base-ball has, in later years, gradually grown in favor in this country, and is now fully adopted as the national game of America.

It is played by eighteen players, divided into two opposing parties of nine each; and, in addition to these, one person on each side to keep the score or record of the game; and one umpire to act for both parties. The duties of this latter officer are laid down on page 379.

The two parties are alternately batters, or *in*, and fielders, or outside. The diagram (page 372) will show the arrangement of, and distance between, the bases, and the positions of the active participants in the game on both sides. It will be seen that the *in* side is represented by the batter, and only such players as have made their first, second, or third base, while the opposing nine are all in the regular positions assigned to them by the leader of the party or side to which they belong.

The ground should be a clear, open, level space of at least four hundred feet long, by two hundred and fifty feet wide—in order to give free scope for the ball to be struck by the batter. Assuming that such a space is obtained, the home-base should be centrally located about forty feet from one end of the field; the second-base must be one hundred



and twenty-seven feet four inches distant from the home-base, and on the central line of the field. In order to find the exact position of the first and third bases—the simplest method is to take two cords, each thirty yards long—fasten one end of each to the home and second bases respectively, and then carry the other ends to the right for the first base,

and to the left for the third base—counting right and left, standing at the home-base and facing the second base.

At the points constituting the bases, a post should be driven into and level with the ground, and, into the first, second, and third base-posts, a strong staple, to which the base-bags are firmly secured. These bags are usually of canvas filled with sawdust, or any soft material, and painted white. Lines should be drawn between the bases with chalk or lime.

The foregoing diagram shows plainly the distances and locations of the various stations used by the players.

METHOD OF PLAYING BASE-BALL.

The leaders or chiefs of each side decide the choice of "innings" by tossing, or otherwise—the "in" side being the batsmen, and the outside the fielders. Each batsman, in rotation, takes his position at the home-base, ready to strike the ball, thrown for that purpose by the pitcher.

As soon as the batsman hits the ball, he starts for the first base, and so on till three of the "in" side are put out. A player is *out* when he strikes the ball and it is caught by one of the opposing party in the field; or, if he be struck with the ball on his passage from one base to another. When a player has succeeded in making, or passing the four bases in succession, he is entitled to be scored one run, and that side which scores the greatest number of runs, wins the game.

When three of the "in" side are put out, the relative duties of the parties are reversed—the field becoming batsmen, and the batsmen taking the field—and so on until each side have had nine "innings."

THE LAWS OF BASE-BALL.

The laws here given are those adopted at the National Convention of Base-ball Players, held in December, 1869.

RULE I.—THE BALL, BAT, AND BASES.

SECTION 1. The ball must weigh not less than five nor more than five and one-quarter ounces avoirdupois. It must measure not less than nine and one-quarter nor more than nine and one-half inches in circumference. It must be composed of india-rubber and yarn, and covered with leather.

SEC. 2. In the first and third games of a series the ball shall be furnished by the challenging club, and in the second game by the challenged club. But where "single" games are played only, the ball shall be furnished by the challenging club. In all cases the ball shall become the property of the winning club as a trophy of victory.

SEC. 3. The bat must be round, and must not exceed two and a half inches in diameter in the the thickest part. It must be made of wood, and shall not exceed forty-two inches in length.

SEC. 4. The bases must be four in number, placed at equal distances from each other, and securely fastened upon each corner of a square whose sides are respectively thirty yards. The bases must be so constructed and placed as to be distinctly seen by the umpire, and must cover a space equal to one square foot of surface. The first, second and third bases shall be canvas bags, painted white, and filled with some soft material; the home base and pitcher's points to be each marked by a flat plate, painted white.

SEC. 5. The base from which the ball is struck shall be designated the home base, and must be directly opposite to the second base; the first base must always be that upon the right hand, and the third base that upon the left hand side of the striker, when occupying his position at the home base. And in all match games a line connecting the home and first base and the home and third base, as also the line of the striker's and pitcher's positions, shall be marked by the use of chalk, or other suitable material, so as to be distinctly seen by the umpire. The base bag shall be considered the base, and not the post to which it is or should be fastened.

RULE II.—THE PITCHING DEPARTMENT.

SEC. 1. The pitcher's position shall be designated by two lines two yards in length, drawn at right angles to the line from home to the second base, having their centres upon that line at two fixed iron plates, placed at points fifteen and seventeen yards distant from the home base. The pitcher, when commencing to deliver the ball to the bat, must stand within these lines, and must deliver the ball as near as possible over the centre of the home base, and within the legitimate reach of the striker.

SEC. 2. Should the pitcher repeatedly fail to deliver to the striker fair balls for any cause, the umpire must call one ball, and if the pitcher persists in such action, two and three balls. When three balls shall have been called, the striker shall take the first base, without being put out; but no base runner shall take a base on third called balls, unless he is obliged to vacate the base he occupies. No ball shall be called on the first ball pitched, and not until the ball has passed the home base. With this exception, all unfair balls must be called whenever delivered.

SEC. 3. All balls delivered by the pitcher which are not within the fair reach of the striker, such as balls pitched over the striker's head, or on the ground in front of the home base, or pitched over the head of the batsman, or pitched to the side opposite to that which the batsman strikes from, or which hit the striker while he is standing in his proper position, shall be considered unfair balls, and must be called whenever delivered.

SEC. 4. The ball must be pitched, not jerked, thrown or bowled to the bat; and whenever the pitcher makes any motion to deliver the ball to the bat, he shall so deliver it, and he must not have either foot outside the lines of his position, either when commencing to deliver the ball or at the time of its delivery; and if he fails in any of these particulars,

then it shall be declared a balk. When the pitcher's arm is swung forward to deliver the ball to the bat, his arm must be straight, and must swing perpendicularly to the side of the body.

SEC. 5. No player shall be put out on any hit ball on which a balk or a ball has been called, and neither shall a strike nor a foul ball be called, nor a base run, on such a hit ball. But bases can be run on called balls not hit, and players can be put out on called balls thrown to bases; and any player given a base on called balls, shall be privileged to run all bases he can make beyond the base given him.

RULE III.—THE BATTING DEPARTMENT.

SEC. 1. The striker, when in the act of striking at the ball, must stand astride of a line drawn through the centre of the home base, not exceeding three feet from either side thereof, and parallel with the front line of the pitcher's position; and he must not take any backward step when striking at the ball. The penalty for an infringement of this rule shall be the calling of foul strike, and when three such strikes have been called, the striker shall be declared out. If a ball on which such a strike is called, be hit and caught, either fair or foul, the striker shall be declared out. No base shall be run on any such called strike. But any player running the bases shall be allowed to return to the base he has left without being put out. As soon as the striker has struck a fair ball, he shall be considered a "player running the bases."

SEC. 2. Players must strike in regular rotation, and, after the first innings is played, the turn commences with the player who stands on the list next to the one who was the third player out. Any player failing to take his turn at the bat after the umpire has called for the striker, unless by reason of illness or injury, or by consent of the captains of the contesting nines, shall be declared out.

SEC. 3. Should the striker repeatedly refuse to strike at balls pitched to him within the legitimate reach of the bat, the umpire shall call one strike; and if the striker persists in such action, two and three strikes. When three strikes are called, and the ball be caught, either before touching the ground or upon the first bound, the striker shall be declared out, provided the balls struck at are not those on which balls or balks have been called, or not those struck at for the purpose of wilfully striking out. If three balls are struck at and missed, and the last one is not caught, either flying or upon the first bound, the striker must attempt to make his run, and he can be put out on the bases in the same manner as if he had struck a fair ball. No strike shall be called upon the first ball delivered.

SEC. 4. The striker is out if a foul ball is caught, either before touching the ground or upon the first bound; or if a fair ball is struck, and the ball be held before touching the ground; or if a fair ball is struck, and the ball be held by an adversary on first base, *before* the striker touches that base; or if a fair ball be caught from the hands or person of a player before having touched the ground; or if a foul ball be similarly caught

before having touched the ground but once. No fair or foul ball, if caught from any other object than the person of a player, even before touching the ground, shall put a player out.

RULE IV.—RUNNING THE BASES.

SEC. 1. Players must take their bases in the order of striking; and when a fair ball is struck, and not caught flying, the first base must be vacated, as also the second and third bases, if they are occupied at the same time. Players may be put out on any base, under these circumstances, in the same manner as when running to the first base; but the moment the ball is caught, or the player running to the first base is put out, other players running bases shall cease to be forced to vacate their bases, and may return to them. No base runners shall be forced to vacate a base unless as provided in this section; and no player running the bases shall be allowed a substitute to run such bases unless for reason of illness or injury.

SEC. 2. Any player running the bases is out if at any time he is touched by the ball, while in play, in the hands of an adversary, without some part of his person being on the base.

SEC. 3. No run or base can be made upon a foul ball. Such a ball shall be considered dead, and not in play, until it shall first have been settled in the hands of the pitcher. In such cases players running bases shall return to them, and may be put out in so returning, in the same manner as when running to first base. Neither can a run or base be made when a fair ball has been caught without having touched the ground; but such a ball shall be considered alive and in play. In such cases, also, players running bases shall return to them, and may be put out in so returning, in the same manner as when running to first base; but players, when balls are so caught, may run their bases immediately after the ball has been settled in the hands of the player catching it.

SEC. 4. When a balk is made by the pitcher, every player running the bases must take one base, without being put out.

SEC. 5. A player running the bases, shall, after touching the home base, be entitled to score one run; but if a fair ball be struck when two hands are already out, no player running home at the time the ball is struck can make a run to count in the score of the game if the striker, or player running the bases, is put out before touching the first base.

SEC. 6. Players running bases must touch them, and, so far as possible, keep upon the direct line between them, and must touch them in the following order—first, second, third, and home; and if returning, must reverse this order; and should any player run three feet out of this line, for the purpose of avoiding the ball in the hands of an adversary, he shall be declared out; or if he fail to touch each base he runs to, he shall be declared out, unless he return to such base before the ball be held on it.

SEC. 7. If the player is prevented from making a base by the intentional obstruction of an adversary, he shall be entitled to that base, and

shall not be put out. Any obstruction that could readily have been avoided shall be considered as intentional.

RULE V.—THE GAME.

SEC. 1. The game shall consist of nine innings to each side, when, should the number of runs be equal, the play shall be continued until a majority of runs, upon an equal number of innings, shall be declared, which shall conclude the game, unless it be mutually agreed upon by the captains of the two nines to consider the game as drawn. But in case of no such agreement, the parties refusing to play, no matter from what cause, shall forfeit the ball, and the game thus forfeited shall be recorded as a game won by a score of nine runs to none. An innings must be concluded at the time the third hand is put out.

SEC. 2. In playing all matches, nine players from each club shall constitute a full field; and they shall be members of the club which they represent. They also must not have been members of any other club, either in or out of the National Association—college clubs excepted—for sixty days immediately prior to the match. Positions of players and choice of innings shall be determined by captains previously appointed for that purpose by the respective clubs. Every player taking part in a regular match game, no matter what number of innings are played, shall be, in the meaning of this section of the rules, considered a member of the club he plays with.

SEC. 3. Whenever a match shall have been determined upon between two clubs, play shall be called at the exact hour appointed; and should either party fail to produce their players within thirty minutes thereafter, the party so failing shall admit a defeat, and shall forfeit the ball to the club having their nine players on the ground ready to play, and the game so forfeited shall be considered as won, and so counted in the list of matches; and the winning club shall be entitled to a score of nine runs to none for any game so forfeited. Should the delinquent club fail to play on account of the recent death of one of its members, no such forfeit shall be declared.

SEC. 4. No ball shall be claimed or delivered—except as otherwise provided in these rules—unless it be won in a regular match game. And no match game shall be considered as regular if any of the rules of the game be violated by either of the contesting clubs, whether by mutual consent or otherwise.

SEC. 5. No person who shall be in arrears to any other club than the one he plays with, shall be competent to take part in any match game; and no player not in the nine taking their positions on the field in the third innings of the game, shall be substituted for a player except for reasons of illness or injury.

SEC. 6. No match game shall be commenced when rain is falling; and neither shall play in any such game be continued after rain has fallen for five minutes. No match game shall be postponed unless by the mutual consent of the contesting clubs.

SEC. 7. Every match made shall be decided by the winning of two games out of three, unless a single game shall be mutually agreed upon by the contesting clubs, in which case the ball shall be furnished by the challenging club. All matches shall terminate before the close of the season, and no agreements between clubs shall be considered binding unless made in writing.

RULE VI.—MISCELLANEOUS.

SEC. 1. If an adversary stops the ball with his hat or cap, or if a ball be stopped in any way by any person or persons not engaged in the game, no player can be put out unless the ball shall first have been settled in the hands of the pitcher, while he stands within the lines of his position.

SEC. 2. Any player who shall intentionally prevent an adversary from catching or fielding the ball, shall be declared out; or if any player be prevented from making a base by the intentional obstruction of an adversary, he shall be entitled to that base, and shall not be declared out even if touched with the ball.

SEC. 3. If the ball, from the stroke of a bat, first touches the ground, the person of a player, or any other object, behind the line or range of home and the first base, or home and the third base, it shall be termed foul, and must be so declared by the umpire, unasked. If the ball first touches the ground, the person of the player, or any other object, either upon or in front of the line or range of those bases, it shall be considered fair. If the ball be dropped from the hands of a player it shall be considered a muffed ball.

SEC. 4. Clubs may adopt such rules respecting balls knocked beyond or outside of the bounds of the field as the circumstances of the ground may demand; and these rules shall govern all matches played upon the ground, provided that they are distinctly made known to the umpire previous to the commencement of the game, but not otherwise.

RULE VII.—DUTIES OF THE UMPIRE.

SEC. 1. The umpire shall take care that the regulations respecting the ball, bats, bases, and the pitcher's and striker's positions are strictly observed, and he shall require the challenging club to furnish a ball on which the size and weight of the ball and the name of the manufacturer shall be stamped. He shall be the sole judge of fair and unfair play, and shall determine all disputes and differences which may occur during the game. And there shall be no appeal from his decision except through the Judiciary Committee of a State Association, or of that of the National Association. He shall take special care to declare all foul balls and balks immediately upon their occurrence, in a distinct and audible manner. He shall, in every instance, before leaving the ground, declare the winning club, and shall record his decision in the books of the scorers. The umpire shall also require that the game be recorded by a scorer for each of the contesting clubs. In all matches

the umpire shall be selected by the captains of the respective sides, and shall perform all the duties above enumerated. No game, however, shall be forfeited from the failure of the umpire to record his decision or properly discharge his duties.

SEC. 2. The umpire in any matc.. shall determine when play shall be suspended; and, if the game can not be fairly concluded, it shall be decided by the last equal innings played; unless one nine shall have completed their inning, and the other nine shall have exceeded the score of their opponents in their incompleted inning, in which case the nine having the highest score shall be declared the winners. Also in all games terminating similarly, the total score obtained shall be recorded as the score of the game. But no game shall be considered as played unless five innings on each side shall have been completed.

SEC. 3. When the umpire calls "play," the game must at once be proceeded with; and the party failing to take their appointed positions in the game within five minutes thereafter shall forfeit the game All such forfeited games shall be recorded as won by a score of nine runs to none, and the game so won shall be placed to the credit of the nine ready to continue the game. When the umpire calls "time," p'ay shall be suspended until he calls "play" again, and during the interim no player shall be put out or base run, or ball called.

SEC 4. When the umpire "calls" a game, it shall end; but when he merely suspends play for any stated period, it may be resumed at the point at which it was suspended, provided such suspension does not extend beyond the day of the match.

SEC. 5. No person engaged in a match, either as umpire, scorer, or player, shall be either directly or indirectly interested in any bet upon the game. Nor shall any person be permitted to act as umpire or scorer in any match unless he shall be a member of a club belonging to the National Association, or of a State branch thereof. Neither shall the umpire or scorer be changed during a match, unless with the consent of both parties, except for reason of illness or injury or for a violation of the above rules.

SEC. 6. No decision given by the umpire shall be reversed upon the testimony of any player; and neither shall the umpire be guided in his decisions by any such testimony; and no decision whatever shall be reversed except for a palpable infringement of the rules. The captains of each nine shall alone be allowed to appeal for the reversal of the decision of the umpire.

SEC. 7. No person shall be permitted to approach or to speak with the umpire, or in any manner to interrupt or interfere during the progress of the game, unless by special request of the umpire, and any club wilfully infringing any rule of the game shall, after trial by the State Judiciary Committee, be liable, for the first offence, to the penalty of suspension from membership of the National Association, or a State branch thereof, for any period the said committee may direct, not exceeding one year; and expulsion from such membership for the second

offence. All games in which any of the rules of the Association are infringed shall also be considered as forfeited games, and shall be recorded as games won by a score of nine runs to none, and against the club infringing the rules.

ADDENDA FOR 1871.

THE following additions and amendments to the existing rules were adopted by the National Base Ball Association, in March, 1871:

RULE I.

SECTION 1.—This section as amended declares that the ball "must measure nine and one-quarter inches in circumference;" and that "the quantity of rubber used in the ball shall be one ounce."

SECTION 6.—The line of the home base shall extend three feet on each side of the base, and it shall be drawn parallel to a line extending from first to third base.

RULE II.

SECTION 1.—The second clause of this section is amended thus:—"The pitcher when commencing to deliver the ball to the bat, must stand within these lines, and must remain within them until the ball has left his hand."

SECTIONS 3 and 4.—Instead of these the following sections have been substituted:

SECTIONS 3 TO 6.—"All balls pitched over the home base, not lower than the knee, nor higher than the shoulder of the striker, shall be considered as fair balls."

"All balls pitched over the striker's head, or on the ground in front of the home base, or pitched to the side opposite to that which the batsman strikes from, or which hit the striker while he is standing in his proper position, shall be considered unfair balls, and must be called in the order of their delivery."

"All balls thrown or jerked to the bat, or which are delivered with a straight arm swung perpendicularly to the side of the pitcher's body, shall be regarded as foully delivered balls, and all such balls shall be called and bases shall be taken on them, as in the case of unfair balls, and in the order of their delivery. If the pitcher persists in delivering such balls, the umpire, after warning him of the penalty, shall declare the game forfeited by a score of nine to none. No such forfeit, however, shall be declared unless three men shall have been given their first base in one inning on such called balls."

"Whenever the pitcher makes any motion to deliver the ball to the bat, he shall so deliver it, and he must not have either foot outside the lines of his position, either when commencing to deliver the ball, or at

the time of its delivery; and if he fail in either of these particulars, then it shall be declared a balk."

SECTION 7.—This is identical with Section 5 of the existing rules.

RULE III.

SECTION 1.—As amended, reads thus:—"The striker, when in the act of striking at the ball, must stand astride the line of the home base, and distant not less than one foot from the home base, and when striking at the ball he may take a forward step, provided such a step does not take both his feet forward of the line of the home base. The penalty for an infringement of this rule shall be," etc., as in the existing rule.

SECTION 4.—The last clause of this section is amended as follows:—"No strike shall be called upon the first ball delivered, except the ball be struck at; and neither shall any strike be called when the ball is struck at for the purpose of wilfully striking out."

An additional section has been made to this rule which provides that "The striker shall be privileged to call for either a high or low ball, in which case the pitcher must deliver the ball to the bat as required. The ball shall be considered a high ball if pitched between the height of the waist and the shoulder of the striker; and it shall be considered a low ball if pitched between the height of the knee and the waist."

RULE IV.

SECTION 1.—The last clause of this section allows a substitute in running the bases in case of illness or injury, or "by a special consent of the captain of the opposing nine."

SECTION 3.—The following clause is added to this section:—"And should a fielder, while in the act of touching a base-runner while off a base, have the ball knocked out of his hand by the base-runner, the latter shall be declared out."

Two additional sections of Rule IV. provide as follows:—"In the case of a fair fly-ball being hit, the base-runner shall not be entitled to any base touched after the ball has been hit, and prior to the catch being made."

"Should a player running the bases touch and over-run his first base, he shall be privileged to return at once to the base, without being put out, provided he does not attempt to make his second base."

RULE V.

SECTION 2.—The exception made in this section in favor of college clubs enjoins that they must be "composed of actual students."

SECTION 5.—An addition to this section excludes from participation in a match game any person "who shall at any time during the year the match is played in, have been constitutionally expelled from another club for dishonorable conduct."

SECTION 6.—"No match game shall be postponed unless by the

mutual consent of the contesting clubs." This clause is omitted in the amended rules.

The following sections have been added to Rule V.

"The nine fielders shall be privileged to take any positions in the field their captain may choose to assign them.'

"Under no circumstances shall a game be considered as played, or a ball be claimed or delivered as a trophy of victory, unless five innings on each side shall have been played to a close. And should darkness or rain intervene before the third hand is put out in the closing part of the fifth innings in a game, the umpire shall declare 'no game' concluded."

"No person who shall be in arrears to any other club than the one he plays with, or who shall at any time receive compensation for his services as a player, shall be competent to play in any match. All players who play base-ball for place, emolument, or money, shall be regarded as professional players: and no professional player shall take part in any match game; and any club giving any compensation to a player, or having to their knowledge a player in their nine playing in a match for compensation, shall be debarred from membership in the Association."

RULE VI.

SECTION 5.—No fence shall be erected within ninety feet back of the home base of a ball-field, except such fence marks the boundary line of the grounds on which the field is laid. And in case such fence should be located within ninety feet of the home base, then each ball passing the catcher and touching the fence shall give the base-runner one base.

SECTION 6.—After the first or second game of a regular series between two clubs shall have been played, either of the contesting clubs shall be privileged to claim a forfeited ball from the club failing to play the return or third game, after being duly challenged.

RULE VII.

SECTION 5.—The insertion of a clause in this section forbids any person to "receive compensation in money for his services as umpire."

An additional section provides that "Whenever a pitched ball touches the umpire, or is accidentally stopped by him, it shall be considered dead and not in play until again settled in the hands of the pitcher while in his position, and no such dead ball shall put a player out, nor shall any base be run or run scored on such a ball."

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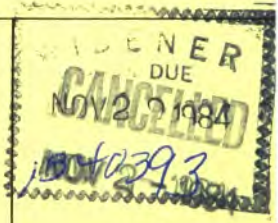

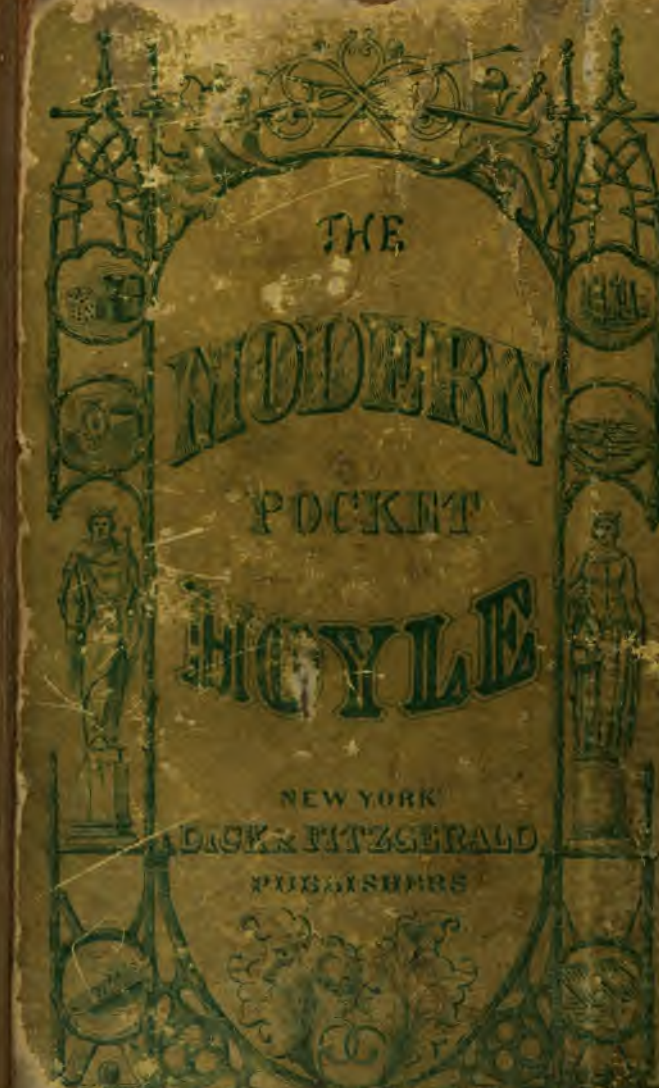
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